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AUGUST - OKTOBER 2015 EDITION
36

Top 5 Best Live Action Anime Adaptation

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Attack On Titan Live Action Movie

Exclusive Video Game Review : Steins Gate Final Fantasy Type Zero HD | Batman Arkham Knight

進撃の巨人

ATTACK ON TITAN

三浦春馬、長谷川博己、水原希子、本郷奏多、三浦貴大、松岡茉奈、松尾諭、渡部秀、水崎綾女、武田梨奈、石原さとみ、ビートルズ、岡村寧

原作：諷山創（漫画）/ 石原正樹（小説）

監督：樋口大祐、特撮監督：岡田英樹、脚本：渡辺雄介、監修：渡辺雄介

製作：映画「進撃の巨人」製作委員会、製作プロダクション：東宝映画、配給：東宝

Steins;Gate


There is no end though there is a start in space. Infinity.
It has own power, it ruins, and it goes though there is a start also in the world. Infinity.
Only the person who was wisdom can read the most foolish one from the history.
The fish that lives in the sea doesn't know the world in the land. It also ruins and goes if they die.
It is funnier that man exceeds the speed of light than fish start living in the land.
It can be said that this is an final ultimatum from the god to the people who can't fight.

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 **Distribution**

MOSHI-MOSHI, MAVERICKS!

It's August and it's almost the end of our winter period and entering the spring season in Australia. For some tropical climate countries, this would be the beginning of the rainy season and for some other in the western hemisphere, it would be the end of summer season and the beginning of a rather chilly fall season ahead. However... no matter what is the season; Animavericks is always hot and sizzling and this time it's even burning from the hot steam coming out of the Giant Colossal Titan and filled with exploding energy coming from our Super Saiyan God mode!!

It's because in this August released issue #36, we are super excited with three BIG news announcements! The first one being Attack on Titan Live Action Movie release in Australian cinema and the other one is the release of Dragon Ball Super and also the movie of Dragon Ball Z Resurrection of F in Australia in August as well, which is the canonical official sequel of the legendary all time favorite anime series, Dragon Ball Z! And lastly, the release of Steins Gate video game in Australia, which finally mark the era of a more advanced Japanese Anime adaptation video game releases in Southern Hemisphere brought to you by VR Distribution Australia. We are truly excited to bring you the reviews for all these three things which guaranteed will make your day burning hot from excitements!

Aside from that, in this edition we are excited to present you other cool stuff as well from the return of our Tokusatsu review section with Kamen Rider Drive review in it, and also the return of our beloved Japanese drama section, and also our special figurine review is back with nendoroid review of Levi Ackerman from Attack on Titan! And of course, tons of other anime and video game reviews as well. So enjoy the burning reviews and news from us and follow us on Facebook and also subscribe to our website @ www.Animavericks.com for more news update on anime and video gaming.

Cheers,
Handy Hakim
Chief Editor & Managing Director

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Attack on Titan Live Movie

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A True Final Fantasy VII Remake Is Coming To PS 4

It was announced at the Sony press conference that Square Enix will be completely remaking Final Fantasy VII, and it's coming first to the PlayStation 4.

Hailed by many fans of the series as being the best in the franchise, it certainly broke the mold from true fantasy setting to a more mechanical future. Cloud, Aerith, and Sephiroth will be returning to the city of Midgar and we can relive their story all over in glorious highly rendered detailed.

Fans have been begging Square Enix for years for a proper remake — not a remaster, not an HD re-release, not a portable or mobile port, but a true, big budget remake — and that's what we're going to get. Aside from the fact that an FFXVII remake is in the works, there are no details currently available — but that piece of information is all fans need.

No official release date was announced, but we'll be following any news coming out about the Final Fantasy VII remake as it develops, like which regional release's ending we'll be getting, and whether or not certain eyes will be opening.

VIDEO: "Attack on Titan" 2nd Compilation Film Latest Trailer Introduces Theme Song by Linked Horizon

The compilation film is called Jiyuu no Tsubasa and it is featuring the theme song "Jiyuu no Daishou" (The Price of Freedom) performed by Linked Horizon. The video also includes the first one minute of the film.

"Jiyuu no Daishou" will be available via RecoChoku and iTunes simultaneously with the release of the film. Currently no plans for CD release of it.

The second film compiles the 14th to 25th episode of the first TV anime aired from April to September 2013, and is slated to release in Japan on June 27. It has been confirmed that the ED of the film has newly-animated scenes which connect to the upcoming TV anime second season in 2016.



Furuya and Miyuki Cast Visuals for "Ace of Diamond" Stage Play Posted

Ace of Diamond official web have posted two cast photos for Tomoki Hirose as Satoru Furuya and Takuma Wada as Kazuya Miyuki.

28-year-old Hirose recently played Yusuke Makishima in the stage play adaptation of Wataru Watanabe's road bicycle racing themed manga Yowamushi Pedal. 29-year-old Wada is best known for his portrayal as Kunimitsu Tezuka in The Prince of Tennis musical series.

The stage play is produced by Office ENDLESS (Sengoku Basara 3, Nobunaga The Fool), and written/directed by 39-year-old Shintaro Asanuma, who has been voicing Yoichi Kuramochi in the TV anime series. It is scheduled to be performed at Zepp Blue Theater Roppongi in Tokyo from August 1 to 9. 10,500-yen advance tickets for the premium seat with a pamphlet and original limited goods are already sold out. One more performance is newly added at 13:00 on August 6, and its tickets was available for pre-requests at 12:00 on July 1.

New Project From Castlevania Designer Now Most Funded Kickstarter Game Ever

New Castlevania project hit Kickstarter as the most funded Kickstarter game ever, passing the \$4,280,000 mark by the time of this writing. Bloodstained blew through the second highest-funded project, an RPG called Torment: Tides of Numenera which collected a little more than \$4,188,000. Bloodstained is a game in the same style as original PlayStation Castlevania titles. A side-scrolling RPG with explorative elements, it is meant to be a spiritual successor to the games that Igarashi helped develop. He is most famous for


his work on Castlevania: Symphony of the Night, which came out in 1997 for the PlayStation. The campaign began with a relatively modest goal of \$500,000, but it quickly gained momentum and exceeded that mark in a single day. Since then, the campaign total has met several stretch goals, allowing the game to include local co-op, a speed run mode, and Vita and Wii U ports, among other features. There are still 35 hours left in the Kickstarter campaign. The next stretch goal, at \$4,500,000, would allow Igarashi and his studio to develop a prequel mini-game. Bloodstained is planned to launch in 2017 for PlayStation 4, Xbox One, PlayStation Vita, PC, and Wii U.



T.M. Revolution Is Holding A Concert For Men Only

TM Revolution is holding a Men only concert on August 30 at Namura Hall in Naha, Okinawa. Before you go getting angry about not being able to attend as a woman, this is not

something super typical of the artist, as the last time he did it was in December 2012, and this specific concert is a fan request. His concert tour is in support of his new album Ten, and a regular concert open to both male and female fans will be held on August 29 at the Okinawa Civic Center.



Latest trailer for "Death Note" Live-Action TV Drama

This new trailer for Death Note Live-Action TV drama introducing its three main cast, Masataka Kubota (Light Yagami), Kento Yamazaki (L), and Mio Yuuki (Near).

Unlike the original manga and its TV anime/live-action film adaptations, the protagonist Light Yagami will be portrayed

as an ordinary university student in this TV drama series. It is set to premiere on Nihon TV and its affiliates at 22:00 on July 5 (30 minutes later from the second episode). According to its official Twitter, the shooting has already begun



Police Arrested Man Who Posted Robot Anime Videos, Theme Songs

on suspicion of copyright infringement (infringement of public transmission rights). The case was sent to the Aomori District Public Prosecutors Office's Hachinohe division on the following day.

According to the police, the suspect had used the file-sharing software Share for over 10 years,

though knowing it automatically uploaded the files in his PC that he had downloaded. As the result, he had shared about 2,000 song-worth data, including the popular songs when he was a teenager, robot anime videos and their theme songs, on the internet without the permissions of the respective copyright holders. JASRAC was established in 1939 as the first music copyright management organization (CMO) in Asia and as the sole copyright administration organization in Japan.

The First "Vampire Knight -Revive-" Stage Musical

Vampire Knight -Revive- is production company Nelke Planning's second stage play based on the anime. It will be the

continuation from the first Vampire Knight stage play. The play will be running at the Owl Spot theater in Tokyo's Ikebukuro district and will feature an all-female cast.



Niconico Kicks Off "Ao Oni ver.2.0" Release with "Spot the Differences" Contest

Niconico is running a unique "spot-the-differences" contest. Contestants will be required to spot 5 scenes that feature slight variations between the theatrical release and the version broadcast on Niconico, such as the example provided below in which the markings on the wall are different colors. Once all 5

differences are spotted, contestants can enter the contest via a submission form on the Ao Oni ver.2.0. official home page. The contestants who spot all 5 differences will be entered into a lottery style drawing. One hundred winners will receive a special card certifying their accomplishment, while a single grand prize winner will receive a one-of-a-kind statue of Fuwatty, one of the film's oni antagonists. How would you like this thing sitting on your bedside table, staring at you?

NES Getting Its Own Museum Exhibit to Celebrate 30th Anniversary

A special exhibit dedicated to the system later this year in the museum. The exhibit is being jointly produced by The Strong and the Ritsumeikan University in Kyoto, Japan. "Japan is home to a rich history of video game culture and pioneering companies such as Nintendo and Sony. This partnership allows for a cross-cultural exchange of ideas about how best to chronicle and conserve this important history," The Strong director Jon-Paul C. Dyson said in a statement. The Strong's exhibit, called "Playing with Power: 30 Years of the Nintendo Entertainment System," will debut at the Rochester, NY museum this fall. Specifically, the exhibit will offer insight into the console's development and release, including previously unseen interviews with NES hardware developer Masayuki

Uemura. A variety of NES games will also be playable at the exhibit, including two of the console's most memorable titles, Super Mario Bros. and Duck Hunt. In addition, The Strong and the Ritsumeikan University will share research projects, while staff from both organizations may trade places as part of an exchange program. "This partnership allows researchers and scholars in both the United States and Japan to learn from one another about how best to study and preserve the many contributions video games have had to our shared cultural heritage," Ritsumeikan University program chair Masayuki Uemura said. "Together, we can also help tell the story of the Japanese video game industry to guests of The Strong, beginning with the exhibit about the Nintendo Entertainment System this fall." Last month, The Strong revealed the finalists for the first wave of inductees for its World Video Game Hall of Fame. See all the games that made the cut here.



TOP 5 LIVE ACTION ANIME ADAPTATION

In more than a decade, we have seen many great anime adaptation movies from Japanese filmmakers, both from old anime series or even from a recent anime series and we don't mean those horrible Hollywood adaptations which mostly ruined the original anime stories and characterization from the original anime, we mean the REAL anime adaptation movies from Japan! We have to agree that although not all of them were really that great for us to even list it out, Japanese cinema has gone through a lot of dramatic improvements ever since year 2000 and it continues to impress us and even inspiring Hollywood to make their own movie adaptation

from these live action movies like Death Note movie plan that is still on going, albeit they don't use as many expensive CG cinematic like Hollywood does, they still do a great job to impress their fans with their traditional "man inside the suit" visual technology which is rooted back since the old days of Ultraman series. Not only that, because of its deep story attachment with the original anime, these movies just plain awesome. Some of them are really great that we decided to list it out as the top 5 live action Anime adaptation movies of all time, so check it out!

1. Gantz Live Action

Standing at a subway station a young man, Kurono (Kazunari Ninomiya), watches as his old primary school friend, Kato (Ken'ichi Matsuyama), attempt to rescue a man who has fallen onto the tracks. Kurono ends up on the tracks with Kato after the man has been rescued, just as a train is speeding through the station. The pair are surprised to find themselves not dead, but rather relocated or perhaps resurrected into a room with a few other people who just died recently. When they turn around, they see a strange black sphere called "Gantz", about two meters in diameter. Before they can discover what has happened, the sphere begins to display messages on its surface, including one which lists the name of some weird alien creature whom they must kill in order to survive and get back to their own world. After the messages the sphere projects two large drawers filled with metal briefcases and strange handguns. They find that they are part of a strange game where they must not only work out how to play, but also how to survive by killing a very weird looking yet ultra powerful aliens lifeform in the other dimension.

The first part of the movie was followed by the sequel which meant to answer all the questions surrounding "Gantz" motives and why such game to hunt alien and eliminate them was created in the first place. Kurono decides to continue playing to achieve 100 points after Kato's death in the first film, and he and several remaining members of the team continue to work for Gantz in order to resurrect Kato and those who had been killed in Gantz game. It is a very mysterious, dark yet very compelling story about how the everyday life and the relationships of each human who got killed and resurrected by Gantz to fight in a strange alien hunting game is changing, and how they learned to trust each other and learn to use the power of Gantz suits and weaponries to survive. The fight scene is really awesome and the power of each alien was really menacing and overpowering, it brings down the chill to the spine of the viewers and putting this anime adaptation movie as one badass anime adaptation movie of all time that everyone should watch. Gantz topped Japanese Box Office chart earning total of US \$7 Million on its first opening in Japan back in 2011.



2. Parasyte

Live Action Movie was an adaptation of Parasyte the manga, which is made into a two-part live-action film series directed by Takashi Yamazaki. The first part, Parasyte: Part 1, was released in November 2014 and the second part, Parasyte: Part 2, was released in April 2015. Initially, the right of the movie adaptation has been acquired by New Line Cinema in April, however, because of there were no actions further in the making of the movie until New Line Cinema options expired in 2013, prompting the bidding war in Japan to make the movie adaptation from its manga. Parasyte the movie part 1 was aired in Japan right just over one month after Parasyte – The Maxim anime series started in October 2014. It was because both movie and anime adaptation was created based on the manga which has been published in between 1988 to 1995.

Parasyte centers on a 17-year-old teen named Shinichi Izumi, who lives with his mother and father in a quiet neighborhood in Tokyo. One night, worm-like creatures called Parasites appear on Earth, taking over the brains of human hosts by entering through their ears or noses. One Parasite attempts to crawl into Shinichi's ear while he sleeps, but fails as Shinichi is wearing headphones, and enters his body by burrowing into his arm instead. In the Japanese version, it takes over his right hand and is named Migi. Because Shinichi was able to prevent Migi from travelling further up into his brain, both beings retain their separate intellect and personality. As the duo encounter other Parasites, they capitalize on their strange situation and gradually form a strong bond, working together to survive. This gives them an edge in battling other Parasites who frequently attack the pair upon realization that Shinichi's human brain is still intact. Shinichi feels compelled to fight other Parasites, who devour humans as food, while enlisting Migi's help. Parasyte live action movie perfectly adapt the chill and the horror we felt when we read the manga and watching the anime, it is a body horror manga from Japan that managed to get even Hollywood to be interested to adapt it into a movie, not just because of its interesting plotline and unique interaction between Shinichi and Migi to survive, but also because of its dramatic storyline and environmental message that it brought to its audience. Parasyte Part 1 movie had grossed over 800 Million Yen at the Japanese box office in just 2 weeks time of its release. It is yet another alien themed movie which hits Japanese box office success after Gantz in 2011.





3.Space Battleship Yamato Live Action

In 2199, after five years of attacks by an alien race known as Gamilas, the Earth Defense Force launches a counter-offensive near Mars. The fleet's weapons are no match for the Gamilas, who easily wipe out much of the force. During the battle, EDF captain Mamoru Kodai volunteers to use his damaged ship, the destroyer Yukikaze, as a shield to cover Captain Jyuzo Okita's ship, allowing his escape. Mamoru's ship is destroyed. On Earth, Mamoru's brother Susumu is scavenging on the irradiated surface near the half-buried wreck of the battleship Yamato, when an object impacts near him and knocks him unconscious. He awakens to find an alien message capsule. Susumu also notices that the radiation has been reduced to safe levels around him. He is rescued by Okita's returning ship and it is discovered that the capsule contains engineering schematics for a new warp drive and coordinates for the planet from which it came (Iskandar). Okita believes the hope for humanity lies within Iskandar. A request for volunteers for the mission is sent out, and Kodai - a former EDF pilot - decides to reenlist. Their last battleship, the long-dead Yamato, is rebuilt and enhanced with alien technology ready for one last ride to the unknown enemy territory, Planet Iskandar.

This movie is by far the most expensive anime adaptation movie ever made in Japan, with a budget of over \$2.2 Billion Yen or about US\$ 22 Million! Having inspired by the CGI work of Avatar movie, Takuya Kimura even plead to Director Takashi Yamazaki to have the CGI improved, albeit sacrificing part of his talent fee to avoid increasing the movie production cost to be over budget. Space Battleship Yamato was a huge success, topping Japanese Box Office chart in the time of its theatrical release, and even dethroning Harry Potter from first place to second place in Japanese Box Office chart.

4. Death Note Live Action

Death Note is a 2006 live-action Japanese detective supernatural psychological thriller film based on the Death Note manga (and later anime) series by Tsugumi Ohba and Takeshi Obata. It was followed by Death Note 2: The Last Name, released in the same year. The films primarily center on a university student who decides to rid the world of evil with the help of a supernatural notebook that kills anyone whose name is written in it. The two films were directed by Shūsuke Kaneko, produced by Nippon Television, and distributed by Warner Bros. Pictures Japan. The film was licensed by VIZ Pictures, Warner Bros. Light Yagami is a Japanese college student whose life undergoes a drastic change when he discovers a mysterious notebook, known as the "Death Note", lying on the ground. The Death Note's instructions claim that if a person's name is written within while picturing that person's face, that person will die. Light is initially skeptical of the Death Note's authenticity, but after experimenting with it, he realizes it is real. After meeting with the previous owner of the Death Note, a Shinigami named Ryuk, Light seeks to become "god of the new world" by passing his judgment on those he deems to be evil or who get in his way. He begins using the Death Note to kill scores of criminals, becoming a notorious serial killer known as "Kira." As the Kira killings continue, some in Japanese society come to see Kira as a righteous figure. Interpol launches an investigation of the murders, but months pass without any fruitful lead. The case eventually attracts the attention of L, a reclusive and world-famous detective. Working with Interpol and the Japanese police, L manages to confront Light through a television broadcast and demonstrates his deductive skills, correctly surmising Kira's residence in the Kanto region and that he can "kill without lifting a finger." The race begins between L and Light to discover each other's identity, and a game of cat and mouse ensues between the two geniuses. The film premiered in Japan on June 17, 2006 and topped the Japanese box office for two weeks, pushing The Da Vinci Code into second place. This film became an international phenomenon due to its genius plot and an intricate strategy placed by both geniuses protagonist and antagonist in the movie.



5. Rurouni Kenshin Live Action

Rurouni Kenshin is a 2012 Japanese film adaptation from anime of the same name originally written by Nobuhiro Watsuki. Directed by Keishi Otomo, the film stars Takeru Satoh and Emi Takei. The film focuses on fictional events that take place during the early Meiji period in Japan, telling the story of a wanderer named Himura Kenshin, formerly known as the assassin Hitokiri Battosai. After participating in the Bakumatsu war, Kenshin wanders the countryside of Japan offering protection and aid to those in need as atonement for the murders he once committed as an assassin. The film has performed extremely well, earning \$36,798,585 in Japan in its debut and US\$25 million in a limited international release, for a total gross of US\$61.7 million. The film garnered to become Japan's sixteenth highest-grossing film of the year. The film received positive reviews from critics. Deborah Young from The Hollywood Reporter praised the film in the Busan Film Festival, saying that the "choreography is fast and furious and the sword fights ably showcase Battosai's incredible skills. Sato Naoki's energetic score pounds out the action scenes to a barbarian beat". Rurouni Kenshin is an accessible, crowd-pleasing hit, and it certainly has managed to do that. Its action scenes are fun but not too intense, its characters are appealing, and it presents a very polished product overall. While it won't let down most fans looking for a recreation of their beloved characters and scenes, it still works as a standalone movie, though it does do plenty to set up a likely sequel. While it's hard to believe that Kenshin will be the trailblazer its advertising makes it out to be. Nobuhiro Watsuki overall praised the film. During an interview with Weekly Shonen Jump Alpha, he commented, "It was right on! Takeru Satoh played Kenshin's dual personality well. He truly was Kenshin. Yosuke Eguchi who played Saitō Hajime, Koji Kikkawa who played Udo Jin-e, and Munetaka Aoki who played Sagara Sanosuke really took on their characters' expressions and movements in the action sequences. It drew me in, especially the scene with Saitō's Gatotsu pose. It sent chills down my spine! I thought Emi Takei playing Kamiya Kaoru was really cute and Yu Aoi playing Takani Megumi was also fantastic," and in the film "parts I felt I didn't explain well enough in the manga were improved. There were actually lines in the movie that made me think 'I want to use that line in the manga!'"

DURARARA!! X2

Synopsis

Half a year after the turmoil that rocked the entire city of Ikebukuro, peace has once again returned to the city, and people are living each day normally. The high school students enjoy their days of youth as the strongest and most dangerous man of Ikebukuro works diligently. The informant plots (or plans) a new scheme and the headless rider is pursued by the cops as she rides through the night... But soon this normal will be cut short by the abnormal. Slowly but surely, the unknown will seize the city and face an all new storm.

Genre

: Action, Suspense

Directed by

: Takahiro Omori

Written by

: Noboru Takagi

Music by

: Makoto Yoshimori

Studio

: Shuka

Licensed by

: Aniplex of America

Network

: Tokyo MX, GTV, GYT, BS11, MBS, CBC

Originalrun

: January 10, 2015 – ongoing

Episodes

: 36 (List of episodes)

Reviews:

Story : 7/10

The story in terms of the series it is part of is standard. However everything seemed a bit rushed there was a mystery that was introduced which quickly revealed to us, leading to a flaccid conclusion to that. Durarara!! is known for it's confusing episode structure, and this exists here as well. The story moves so fast that the viewer never gets the chance to wrap their head around everything.

Characters:7/10

the characters are extraordinarily unique in their archetype. all of your favourite characters are back, including some new ones to boot. The majority of the new cast feel appropriately fleshed out for this part of the story and are a good fit to the cast. Some returning characters receive some development which was well needed in some cases.

Song: 8/10

The sound as always was superb. The soundtrack was pretty much exactly the same as the first save for the OP and ED, which I'm fine with because it was great before, and it still is now.

In conclusion:

if you are a returning veteran of the series, you will enjoy Durarara!!x2 Shou. You will find cases where you actively see problems in your face and that can take you out of the experience, especially with the animation at times. If you can get past the rushed story that you may not be used to, then you will find a lot of things to enjoy in this season.





Hetalia: The World Twinkle

Rating
8/10

Synopsis:

Hetalia: The World Twinkle, based on the web manga **Hetalia: Axis Powers** by Hidekaz Himaruya, premiered on July 3, 2015 for streaming on the Docomo Anime Store. It is also the sixth season overall of the anime series **Hetalia**. It follows the adventures of anthropomorphic countries as they live through historical events and interact with one another with a focus on differences in culture and positive and negative Japanese stereotypes of other countries. The staff and cast from **Hetalia: The Beautiful World** would reprise their roles in the series. The series will also feature a new theme song, **Hetalian Jet**, sung by Daisuke Namikawa as Italy.

Review:

Primarily **Hetalia: The World Twinkle** centered on content from **Axis Powers** Volumes 5 and 6. This included an episode about the Micronations, an episode about the Nordics, a **Nekotalia** episode, an episode about Prussia being a noble character, a silent episode, and an episode with content not found in the original comics. **Hetalia: The World Twinkle** still retains its original exaggerated stereotyping humor and the parody surrounding the historical events in World War 2 much like the series previous 5 seasons.

All the characters are supposed to be anthropomorphic personifications of the various countries that played major roles on the political world stage. **Hetalia**, to sum it up very generally, is basically a comical, allegorical retelling of World Wars I and II, as well as a few other significant political events that range from the American Revolution to Japan's opening up to foreign trade. All the characters are the same with some additional new characters which took part in the event of World War II is starting to grow in numbers.

Each country is represented by a character and of course, the name of each characters are exactly based of each countries' names, and their various stereotyped traits may lead some to question: Is **Hetalia** racist? But any time you decide to have one character represent an entire country, you're inevitably going

to wind up stereotyping. In **Hetalia**, it's pretty much the name of the game. In fact, the very name of the show is pretty racist: "**Hetalia**" is a portmanteau of the Japanese word *hetare* ("pathetic") and *Italia*, thus implying that Italy is a wimpy, cowardly country. And that's exactly what the white flag waving character Italy leads us to believe. The loud, boisterous, singing and whining Italy (who often shouts "Pasta!" for no apparent reason) is as spineless and obnoxious as they come and yet, adorable! Just like all Italians! Right? Oops...

I found myself laughing in the first few episodes of **Hetalia: The World Twinkle** to see what perhaps the anime's best impersonation: America and Japan. The character of America is of course the loudest, most obnoxious of all as he constantly demands all attention be focused on him while the cutest character by far is Japan. Considering the source, that's probably no accident. Polite and reserved to a fault, he is charming and kind even whilst plotting with Germany and Italy (the **Axis Powers**) to basically take over the world.

Because only few episodes that's just been released at the time this article is presented, and only about 5 minutes length for each episode. We can't say things in full as to how the anime will develop over the next few episodes. However, judging from the anime visual and artworks, they are pretty much similar if not better than the previous seasons and judging from the way the previous seasons treated us with random episodes which weren't presented in chronological order, that means you can probably watch this season in a random order, and still make sense of it; because there's not much to try to figure out, since it's pretty non-sensical. It's a crazy, brightly-colored romp of a show, which reminded me of the crazy-funny **Excel Saga**. Watch this if you truly want a good laugh and we bet there will be more countries personification to come in the series that will make you laugh your belly out if you can take their personification and stereotyping joke.

Genre: Action, Fantasy, Ecchi
Episode Length: 24 mins/ep
Studio: Connect
Publisher: Silver Link



OVERLORD

Genre: action, Fantasy
 Directed by: Naoyuki Ito
 Written by: Yuki Sugawara
 Music by: Shuji katayama (Team MAX)
 Studio Madhouse
 Licensed by AUS Madman Entertainment NA Funimation
 Network: AT-X, Tokyo MX, SUN, KBS, TVA, BS11
 Original run: July 7, 2015-on going
 Episode :13

Synopsis:

The story begins with Yggdrasil, a popular online game which is quietly shut down one day; however, the protagonist Momonga decides to not log out. Momonga is then transformed into the image of a skeleton as "the most powerful wizard." The world continues to change, with non-player characters (NPCs) beginning to feel emotion. Having no parents, friends, or place in society, this ordinary young man Momonga then strives to take over the new world the game has become.

Reviews:

STORY 8/10

The Overlord was already a max level character with plenty of very powerful items and abilities to craft more and has a whole guild at his disposal. This gives the anime a surprising opportunity to actually make it more of an rpg. It might sound convoluted, but let me explain: we don't see a newbie that needs an explanation on how to attack a boar, we see a man conquering the world using everything that's available in the game.

The story is surely one of the better ones I've seen and just by know that the anime has only 13 episodes I instantly know it will not be done justice and might have a disappointing ending. But the journey alone should be worth a 9 I guess. Not when compared to the old 9's mind you. But if we put on the list what

came out in the past five years or so, I can easily give it that grade.

CHARACTERS 9/10

The characters are original and the very different from each other. Along with the MC, being a freakin' skeleton, the impression made is very good. The characters in the story are pretty interesting, mostly given that the main cast is made out of members of a guild for non-humans. All sorts of demons and undead and even some dark elven traps show up just to make jokes about how they worship their creator with the username of Touch-me.

There's a lot of depth to them and their attitude towards the main hero is what makes them fun to see. Their adoration to the Overlord has no end but at the same time it's not a harem. Fact, two out of the three girls present in the main cast do have a crush on the player but it's used for clear comedy and does not contain ecchi. A nice and mature cast.

ART 9/10

The art for the most part is pretty good. While the line itself shows nothing special the character designs are worthy of your attention. The armors look like the mmorpg armors you used while playing those games. The characters have a lot of qualities typical to online fantasy games and their attacks and spells also often feel very familiar.

Enjoyment 8/10

the anime is pretty enjoyable to watch. However, it's kinda hard to not be ask the questions that I asked in the STORY section. Maybe those questions will be answered within the next few episodes.

Rating
7/10



GOD EATER

Synopsis

The Far East, 2071 is the domain of the mad gods. In the early 2050s, unknown life forms called "Oracle cells" begin their uncontrolled consumption of all life on Earth. Their ravenous appetite and remarkable adaptability earn them first dread, then awe, and finally the name "Aragami". In the face of an enemy which is completely immune to conventional weapons, urban civilization collapses, and each day, humanity is driven further and further toward extinction. The last bastion of hope is the newly developed "God Arcs" weapons that utilize Oracle cells to fight back. The weapons wielders band together into an elite force dubbed "God Eaters."

Review

In God Eater, Studio Ufotable has crafted a ruined world that's left humanity ruthlessly fighting to keep itself alive. This premise is familiar, but unfortunately this first episode doesn't help the show stand out among the other anime in this genre. Humanity's turmoil is established with unique animation and nuance, but the cliché lead and awkward pacing make God Eater's debut disappointing.

Lenka Utsugi is an outsider to the walled-in fortress of Fenrir. He's recruited to join the God Eaters, the group tasked with slaying the Aragami, large, powerful creatures of varying forms that devour humans on sight. Though we don't see many types of them, the Aragami stand out with their cool designs and monstrous size. Unfortunately, Lenka feels like a clone of many other protagonists in the action genre. Vowing to kill the Aragami for an unrevealed reason, Lenka tries to skip his training in favor of going on missions with other God Eaters.

When that doesn't work, he trains harder, fails, and then heads out to the battlefield against orders. This kid is eager, foolish, and of course, powerful. It's all the typical characteristics you'd expect in a show with this kind of premise, but it makes his character stale. Sure, it's the first episode and we have a lot more time to learn about him, but as of right now, I wasn't given a good reason to care about him or his goals. The only refreshingly different part of the whole setup was seeing him fail.

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seeing him fail.

Even though Lenka is supposed to be special—a new type of God Eater, he's not perfect. His flaws showed promise that he has room for growth and plenty of character development. Instead of seeing him dominate at everything he tries, we get to watch him learn and become stronger. Lenka messes up a lot during training, and his faults carry over to real fights. He fails to save himself and others from Aragami in his training simulations, and his attempt to heroically save a comrade during battle results in him getting knocked out of the fight moments after arriving. They're the kind of humbling, eye-opening moments that make Lenka a relatable and sympathetic character. The world Lenka lives in is so isn't perfect. In fact, it's kind of melting in desperation. The people of Fenrir are struggling in their fight against the Aragami, though the higher-ups don't reveal that to Lenka. Instead, we all get to figure that out together as Lenka sees how many God Arcs (the weapons of God Eaters) are missing from the armory, and when we see wounded soldiers run out for a mission. A handful of flashbacks also teased how things got so bad; the world was running out of energy and scientists relied on a mysterious new organism. I'm excited to see how this research resulted in the desolate world we see now.

Rating
7/10

Genres Action, Science Fiction
Director Takayuki Hirao
Music Gō Shiina
Character Design Keita Shimizu
Art Director Masaru Yanaka
Sound Director Takayuki Hirao
Cgi Director Masato Takizawa
Director of Photography
Kentarō Waki, Seiji Matsuda
Color design Emi Chiba
Editing Tsuyoshi Imai
Internet Streaming Daisuki
Licensed by Aniplex of America
Theme Song Performance
OLDCODEX (OP), Tatsuhisa
Suzuki (OLDCODEX;OP)



DRAGON BALL SUPER

Genres : Action, Adventure, Comedy, Fantasy, Martial Arts, Shounen, Super Power
 Directed by : Kimitoshi Chioka
 Produced by : Osamu Nozaki, Naoko Sagawa, Atsushi Kido
 Written by : Akira Toriyama (Story & Character Draft)
 Music by : Norihito Sumitomo
 Studio : Toei Animation
 Network : Fuji TV
 Original run : July 5, 2015 – ongoing

Synopsis

After the events of Dragon Ball Z: Battle of Gods, the first movie in over 17 years, confirmed that Videl is pregnant with Pan. It is likely that Uub was already born. I'll begin with my shock at watching Goku do normal work, which is way out of his element. I remember Goku being forced to get a driver's license under Chi-Chi's strict orders, where he finally got one before Gohan's birthday.

farm. Gohan and Videl are married, and Gohan and Trunks plan to find a wedding present for them. A villain who may be even more

Beerus' Whiz.

Review

premise is this: It's been one year since the defeat of Majin Buu. The Z-Fighters are able to cope with everyday life since they have vanquished the biggest threats to Earth. I'm incredibly curious on how most of the Z-Fighters are able to cope with everyday life since they have vanquished the biggest threats to Earth. I'm incredibly curious on how most of the Z-Fighters are able to cope with everyday life since they have vanquished the biggest threats to Earth.

Impeding Threat

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Ball Z, Dragon Ball Z: Battle of Gods, the first movie in over 17 years, confirmed that Videl is pregnant with Pan. It is likely that Uub was already born. I'll begin with my shock at watching Goku do normal work, which is way out of his element. I remember Goku being forced to get a driver's license under Chi-Chi's strict orders, where he finally got one before Gohan's birthday.

I'm shocked, as well to see Goku doing farm work.

of the planet, which I'm surprised that people on the other half are still alive. Meanwhile, Vegeta, Bulma, and Trunks are on their way to a personal family vacation destination. I wasn't really impressed with Vegeta's training, but I was impressed with Bulma's driving skills.

skills over the years. Goku's not made

the last 17 years of hiatus and long wait for all of us fans until

God they didn't make Vegeta to have a beard.

forms

Rating
9/10



Ranpo Kitan : Game of Laplace

Directed by : Seiji Kishi
Written by : Makoto Uezu
Music by : Masaru Yokoyama
Studio : Lerche
Network : Fuji TV (NoitaminA)
Original run : July 2, 2015 – ongoing
Episodes : 12

Synopsis:

Rampo Kitan introduces us to middle school student Kobayashi, who wakes up at school holding a saw and discovers his teacher murdered and sitting in a very deliberate pose. Strangely sanguine about the whole thing, Kobayashi is unruffled by the fact that he's a suspect in the crime, and later we find out that this sweet-faced child is bored with his life and yearns for something different. To this end he hunts down Kogoro Akechi, a seventeen-year-old super detective, and asks to become his assistant. Akechi says he can...if he can solve the murder for which he is the main suspect. As the cuffs are being snapped on his wrists, Kobayashi agrees with a smile.

Review:

Rampo Kitan is a Japanese anime television series produced by Lerche and directed by Seiji Kishi premiered on Fuji TV's NoitaminA programming block on July 2, 2015. The anime is inspired by the works of author Edogawa Ranpo, the pen name for Japan's foremost early mystery writer. (Read his name quickly in the Japanese order and it sounds like Edgar Allan Poe, which is a deliberate homage; he is also part of the source for the name of Conan Edogawa from Detective Conan fame.) The series is based on the stories of Edogawa Ranpo (as a tribute on the 50th anniversary of his passing). Ranpo is an absolute legend in Japan, and his hero Akechi Kogoro an almost Holmesian figure in Japanese pop culture. Ranpo has been the loose inspiration for manga and anime before (most famously, the Edogawa in "Conan Edogawa" is a nod to him) but this adaptation while still liberally modernizing is probably the closest thing to a straight adaptation Edogawa's works have seen in anime form.

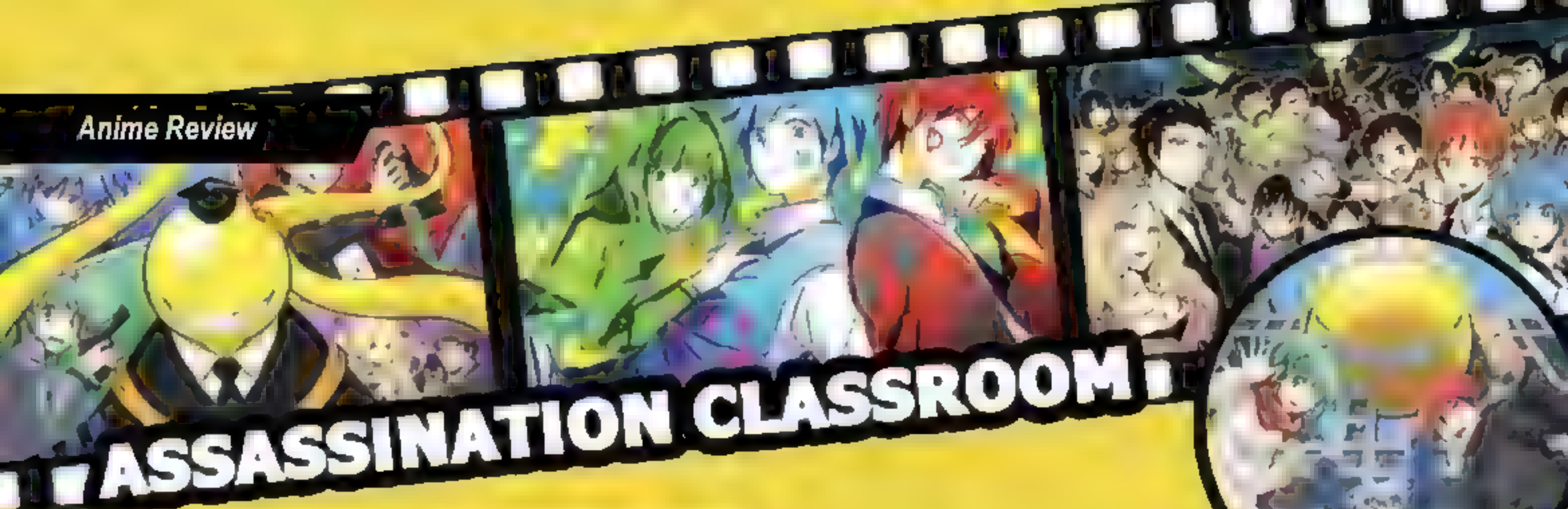
The first story arc episodes, which I'm estimating will be 3-4 episodes long based on the pacing of the first episode, shares a name with the early Edogawa story "The Human Chair," which in this case is an apparent reference to the teacher-murderer's habit of using human body parts to make chairs. (Edogawa was one of the earliest writers to promote ero guro, so this is not as disparate an element as it may seem). As you can tell by the title, the first episode absolutely brimming with narrative hooks. Ranpo Kitan swiftly sets up a Sherlock Holmes-esque figure in the stereotypically tortured Akechi (complete with antisocial tendencies and drug dependencies), but instead of the eternally credulous Watson, our protagonist Kobayashi seems equally possessed by the thirst to solve crimes. The opening crime-scene moments leave nothing to the imagination, and by the end, the show has already arrived at a second strong cliffhanger. The dialogue can alternate between unnaturally flat and dramatically tortured (and there are a few silly anime-ism touches, like Kobayashi's cat ears/gothic lolita replacement teacher), but the actual plot seems very engaging. Mysteries thrive on baiting the unknown, and here I really do want to see what happens next.

If it stays true to Edogawa's works then it will be heavily ground on logic and sensible deduction, and the first episode already gives signs of that. Just as interesting, though, is the visual approach, which leaves most characters beyond Kobayashi as uncolored outlines until they directly interact with him. The oddest element is the new homeroom teacher, who is supposedly 32 years old but looks and acts like a bouncy teenager and dresses in headgear which gives her cat ears, not sure yet what to make of that! Also worthy of special note is opener "Speed and Friction" by Amazarashi, which impresses on visual, audio, and lyrical fronts. It could be hard to beat as the season's best opener.

All in all if you are a buff on mystery anime, this anime along with Assassination Classroom would be your choice of staple diet for this season and surely this anime is gonna be one hell of a mystery anime to watch in this season.

Rating
7/10





Directed by Seiji Kishi
 Written by Makoto Uezu
 Music by Naoki Satō
 Studio Lerche
 Network Fuji TV (and other FNS stations)
 Original run January 9, 2015 – June 19, 2015
 Episodes 22 (List of episodes)

Synopsis:

Assassination Classroom or Ansatsu Kyōshitsu has peaked the curiosity of many anime fans. This story is set in a timeline where seventy percent of the Moon has been decimated by a space octopus who is dubbed Koro-sensei by his students later on. He has plans to destroy the Earth a year later but before he commits mass genocide, he wants to teach a class of delinquent students in a random Japanese high school. The government accepts his unusual demand and tasks the students of the class to kill Koro-sensei using army-supplied tools which will kill the monster. They have one year to do it or else the world will be totaled. Enter Nagisa and his class of near thirty to learn the ways of the assassin. Slight problem though, Koro-sensei can travel at speeds of Mach twenty and have various ridiculous abilities so killing him won't be an easy matter.

Review:

It is fitting that the yellow tentacle monster the series revolves around is the character that ends up stealing the show. Koro-sensei is a many things. A massive troll, an effective motivator, a being without of this world powers. But the most surprising thing that he is, is a compassionate and excellent teacher. He often uses his Mach 20 speed to do something that is normally impossible, he is able to create tests and lessons tailored made for each and every student in Class 3-E that works to their strengths, whatever those may be, and actively seeks to improve their skills, regardless of if those skills pertain to the classroom or to killing him. Because Koro-sensei is such an excellent teacher, this puts Class 3-E in a very precarious position. On the one hand they are being tasked with saving the world from this destructive being of unknown origin. On the other hand, that same being is the best damn teacher they've ever had while at

Kunugigaoka, and is the only teacher on the campus that remotely cares about them and hasn't written off their academic future simply due to the class they are in.

Rating
 9/10

Assassination Classroom has an insanely large cast, and that's just counting the students and teachers of Class 3-E, the ones we see the most. The sheer size of the cast would prove to be a daunting task when it comes to developing them as characters, but the show does an admirable effort. Only a few characters so far have any real substantial depth to them, but nearly everyone in the cast has enough traits to at least be recognized as actual characters, regardless of how little their roles are. On top of that, nearly every student in Class 3-E got at least one or two brief moments in the spotlight this season.

Nagisa's lack of confidence is the overarching debate here (aside from whether he was a boy or a girl, his hair and voice were a little confusing to begin with). His lack of presence impacted on his grades and resulted in him ending up in the E class or the 'End' class as dubbed by the rest of the student body; cast out to a derelict hut in the depths of the campus, never to be seen again, or at least not until break. He may not be the best at social interaction but he could be the best assassin, nobody notices him, that alone gives him the strength to better himself.

Sure, you could make this series quite gritty and dark like Akame ga Kill or totally zany like Baka and Test, but the original manga has chosen to go for something in the middle, action-packed but with a conscience and giggles along the way. The production does well with keeping an even mix of comedy and drama whilst also not being TOO weird. Koro-sensei's abilities and powers are ridiculous and you do have to not ask too many questions if you want to enjoy this show to any degree, probe too much and you'll be spending the entire show shouting cynicisms at the screen and that's no fun, just roll with it and you'll get how the show's mechanics work. It's obvious that Koro-sensei can be killed but you'll have to stick around to see how it's done and who does it. Whilst the plot is a bit grim in the long run, killing teachers no matter what the race isn't ideal, but the colour palette and the dialogue fits the overall ambience into the realms of lighthearted dramedy.



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MOBILE SUIT GUNDAM: IRON-BLOODED ORPHAN

300 years after a great conflict between Earth and Mars known as the "Calamity War," a woman named Cordelia sets out on a journey to Earth to speak for the independence of the Martian city of Chryse, which is under the control of the Earth government. Escorting her is the private security company CGS members Mikazuki August and Orga Itsuka. When a group named Gjallarhorn attacks CGS and Cordelia, Orga sees this as a chance to rebel against CGS and launch a coup. Mikazuki and Orga are thrust into a new conflict. To fend off Gjallarhorn, Mikazuki rides an old mobile suit from the Calamity War, powered by a nuclear reactor, the Gundam Barbatos.



ANTIMAGIC ACADEMY "THE 35TH TEST PLATOON"

People with magic powers are close to being wiped out. Just as the balance of power and military might had once shifted from swords to sorcery, it shifts once again to guns. Takeru Kusanagi goes to "AntiMagic Academy," a training facility for Inquisitors of Heretics who crack down on the dwindling threat posed by magic users. However, Takeru cannot use guns at all and can only fight with a sword. As a result, he is relegated to the 35th Test Platoon, the motley "small fry platoon" for poor students. One day, Oka Otori, the ultra-elite pistol master who already has her qualifications for witch-hunts, joins the platoon and their relationship soon begins.



Attack on Titan's explosive popularity has led to various spin-off series being published. From comedies to prequels, they all sounded like they'd be interesting, entertaining reads, but the one that piqued my interest the most was the spin-off titled No Regrets. It centers around Attack on Titan's most liked and enigmatic character Levi and is written by Gan Sunaaku and illustrated by Hikaru Suruga.

No Regrets was by far the one I looked most forward to reading following its announcement. The idea of seeing Levi in a different setting that delved into his life before he joined the Survey Corps seemed like a great opportunity to expand on what fans already knew, perhaps even giving them something new to consider. In the original series, Levi is well-liked for his short height, vulgar language and sense of crude humor, prowess as a powerful soldier, a unique outlook on the affects of his choices, and being a total clean freak. But besides his unique perspective on the world and his personality quirks, Levi's past was a blank slate, a mysterious character fans knew nothing about. It seemed like a dream come true to have a spin-off centering around the fan-favorite of the original series, but despite its success, No Regrets is surprisingly short, with the last chapter expected to be released next month. After reading the most recent chapter, I found myself bothered by how much this spin-off has failed to meet my expectations. How did it fail, you ask? The answer is quite simple; this spin-off hasn't told me anything new about Levi. At all. Yes, it's a spin-off – a short one at that – and I realize that as such, it's not canon. But regardless of its length, I was still expecting a different, new take on Levi's character at the very least.

The first reason why No Regrets failed to be a good prequel spin-off for me was because it barely explored the aspects of Levi's

character that fans already know and love. His obsession with cleaning was only shown in one scene, and his vulgar language and sense of humor is not nearly as pronounced. Furthermore, in the original manga, within a few lines of dialogue, Levi's described as being a notorious thug before joining the Survey Corps – and this too was barely touched on in the prologue and first chapter. All of his distinguishable traits were glossed over in No Regrets, almost as if Sunaaku wasn't sure how

to portray Levi, and ended up just eliminating Levi's existing personality while undermining any potential to build on it with new developments.

The things fans already knew about him aren't made to be more interesting in a different context, and since he isn't given any new or different character traits from the barely existing ones, he's a rather boring protagonist in No Regrets. So much of the time, instead of making me sympathize with Levi or provide some insight into his thoughts, I felt the story and illustrations were more focused on making Levi brooding and attractive for the sake of fan service. Instead of being a well-written, interesting character, he spends a lot of time saying "..." while glaring, and every time this happened, I was confused of what I was supposed to be learning about his character. Was I supposed to be learning anything at all, or am I supposed to think of how nice he looks as he glares boringly at everyone?

Regardless, it was a poor means of character development, and did absolutely nothing to enhance Levi's character or add anything new. But to be honest, despite the fact that this spin-off has no discernible story or character motivations, it's not all bad. Suruga's art is pretty nice and crisp looking, and does a good job of conveying what emotions the characters do have. The art style is fairly accurate in its portrayal of recurring characters from the original series; a though, the designs for Isabel and Farlan look like they were plucked from a different series entirely and inserted into No Regrets. Despite the fact that not all of the character designs are convincing and belong together, the action is pretty fluid for the most part, but over time, I found myself missing Hajime Isayama's magical, distinct and memorable art style. Some of the camaraderie between Levi, Farlan, and Isabel does manage to convey a sense of trust, and at times, the friction between Erwin and Levi is effectively conveyed and forces the readers to recall the circumstances of their tentative alliance.

In short, my biggest disappointment with No Regrets comes from the fact that there aren't any surprises. It barely touches on what fans do know about Levi to make him an interesting character with depth, and fails to give them anything new to ponder. I'd say that No Regrets is still a pretty good read, and one that would probably be worth it for Attack on Titan fans interested in the lore of the series. It may not offer much in real character development and story, but the art is pretty good, and if anything, Levi's somewhat random moral dilemma and the weight of his choice crashing down on him are the only good parts worth reading.

ATTACK ON TITAN NO REGRETS

Rating
6/10



Final Fantasy Type Zero HD

Developer : Square Enix 1st Production Department
Publisher : Square Enix
Director : Hajime Tabata
Producer : Yoshinori Kitase, Tetsuya Nomura

Artist : Yusuke Naora, Yusaku Nakaaki, Tetsuya Nomura
Writer : Hiroki Chiba, Sarah Oback, Hajime Tabata
Composer : Takeharu Ishimoto

When I see people on social media gushing about how Final Fantasy Type-0 HD and the Final Fantasy XV demo packed inside makes the series “truly feel like Final Fantasy again,” I have to wonder what they’re responding to. Not that I necessarily disagree with the sentiment, rather, a phrase like “truly feels like Final Fantasy” simply leaves a lot to be unpacked. Neither of these games features turn-based combat, the classic Job system, Materia or Magicite to equip, or any of the numerous other classic markers people remember when they think of old-school Final Fantasy. So just what about Type 0 is so “true” to the series’ spirit?

For me, at least, what connects Type 0 to its long-ago predecessors is the fact that it’s managed to surprise me—and more than once—something I haven’t experienced with this franchise since I took Van and company through the gates of Rabinastre and into the vast world of Final Fantasy XI. Maybe the shock isn’t as profound as when I first watched those stumpy NES sprites waving at detailed drawings of wolves and goblins until they won the battle, but it’s surprise nonetheless. Sometimes the surprise comes in how closely Type 0 borrows seemingly forgotten elements of its own heritage. It has a world map where everything is wildly out of scale—your heroes being nearly the size of a town icon, and unseen enemies attack at random, launching you into standalone combat sequences. That’s archaic game design! Everyone hates random battles and abstract game worlds! And yet, it feels right.

Gameplay (9/10):

The battle system is an evolution of the “ATB Kai” system created by Takatsugu Nakazawa for Final Fantasy X-2, and later refined in Crisis Core—Final Fantasy VII-. Unlike Crisis Core—Final Fantasy VII-, the combat is party-based. Instead of navigating through menus, actions are mapped to the face buttons for quick access. The players can determine the enemies’ weak points with Ki-sight, allowing them to deal a deathblow for an Instant Death. Breaksight is applicable to enemies with more than one bar of health, such as strong monsters, bosses and enemy leaders. There are some fighting game style elements like movement canceling for skilled action players. The Altyocrystarium powers up the characters’ magic using an energy called phantoma drawn from defeated enemies to restore or fortify magic. When a character absorbs this energy their magic recovers a bit. The amount of recovery depends on the type of phantoma, as indicated by the color. Depending on the type of magic, the character can power up their magic in different areas. For example, a character’s Fire RF magic can be powered up in strength, MP usage, cast time, projectile distance and speed. Like Final Fantasy XI, the player can choose the leader of the party of three and party members can be changed manually or when the leading member is KO’d. During each mission the player can call in aid from another player (or NPC) for a duration of three minutes, with bonus time granted through good play. Meanwhile, the setting feels like Final Fantasy VIII’s Garden military academy done justice at last, with conflicts taking on a scale and severity far more

in line with what you’d expect from a full war between nations. You can raise Chocobos on a farm, just like in FFVII. Swapping between three active characters connects the series to the Final Fantasy XIII games; clearly, I now realize, this is where the costume-change mechanic in Lightning Returns came from, even moreso than from Final Fantasy X-2. And summoned beasts feel grander and more important than ever before, thanks in large part to the tremendous tradeoff involved in calling them into battle: To evoke a summon, a party member must sacrifice his life.

Graphic (8/10):

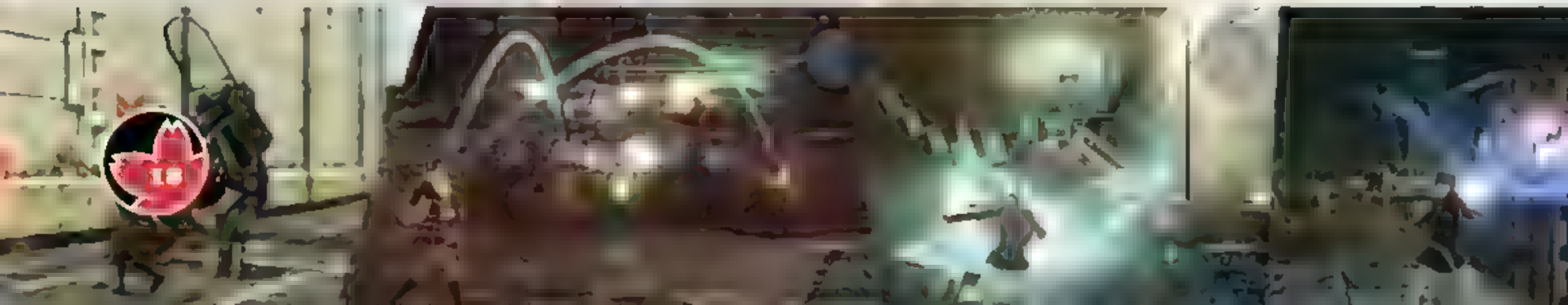
There’s no doubt that Type 0 began life as a portable title. Despite the HD appended to the title, it looks and plays exactly like you’d expect a PSP game to play. The HD has been boosted in resolution, and the standard on-game modes for party members and major NPCs have been swapped out with their more detailed cutscene modes. But it’s a sparse game at times, with a world consisting of big blank boxes and minor characters whose low visual fidelity stands at hilarious odds with the intricate main cast. It’s to be expected, but the tech-obsessed will be disappointed that an “HD” Final Fantasy game seems so low in visual polish even as the frame rate runs at half the golden standard of 60 fps.

Music (9/10)

Anod must aso be given to Final Fantasy Type-0 HD’s outstanding soundtrack. Composed by Takeharu Ishimoto of Crisis Core—Final Fantasy VII fame, the music is a wonderful accompaniment to the game’s austere military setting. Pacing an emphasis on guitar riffs and a more rock-heavy feel, Ishimoto successfully captures the tone of the game and the development of Class Zero. Tracks like War Howl of the Dreadnought, for example, is a perfect amalgamation of the tension of battle and youthful impulse of your teenage soldiers. The soundtrack adds richness to Orience and Type-0 is all the better for it.

Overall (8/10):

While I am tempted to praise Type-0 for its efforts to subvert fans’ expectations by bathing its mascots in gore and blood, for attempting to address the subject of war with serious notation, the game’s performance simply does not warrant that kind of praise. Any efforts to blend the polar opposites of Final Fantasy’s age-old anime-esque aesthetic and the gritty nature of conflict are quickly buried by Type-0’s incoherent plot. Despite its few shortcomings, Type-0 gets a lot right. It brings back the old-school charm of the series while experimenting with various new mechanics with a good degree of success. If anything, this should’ve been the game we’d gotten years ago instead of Final Fantasy XII. But you know what they say: better late than never.



BATMAN ARKHAM NIGHT

Initial release date: June 23, 2015

Series: Batman: Arkham

Developer: Rocksteady Studios

Publisher: Warner Bros. Interactive Entertainment

Directors: Sefton Hill

Platforms: PlayStation 4, Xbox One, Microsoft Windows

GNU/Linux, Mac OS

Batman: Arkham Knight is a 2015 action-adventure video game developed by Rocksteady Studios and published by Warner Bros. Interactive Entertainment for the PlayStation 4 and Xbox One video game consoles, and Microsoft Windows. The first, Arkham Asylum, was superb - I loved it from the Joker's opening gambit to the final credits. Following that game was a near-impossible mission for Arkham City, but although Batman's second outing never quite ascended to the giddy heights of its predecessor, the addition of an open world and playable Catwoman were welcome steps forward. Arkham Knight, the final installment in Rocksteady's Bat Trilogy, more than makes up for any previous disappointment. Lessons from Arkham City have been learned and brought to bear in what I can only describe as a tour de force of game design.

Gameplay (9/10):

First of all, I find myself hopelessly in love with Arkham Knight's most significant addition to the well-loved formula: the Batmobile. The Batmobile is more than just a car; it's a tank, a personal server, a combat aid, a puzzle piece, and most of all, your best friend. It changes the face of the Arkham series and is largely responsible for restoring the magic dust that Arkham City lacked. The Batmobile can be operated in two modes: speedy automobile and slower, but more manoeuvrable tank. The former is used for pursuing fleeing enemies and the latter for the numerous tank battles that happen throughout the game. These involve the same mixture of timing and response as Batman's fistcuff skirmishes but you're in a massive tank that makes things go boom. Discounting the Batmobile for a moment, the game still shines. The much-lauded combat system returns with its timed counters and tool selections. The basic system remains largely unchanged, but it's smoother than ever, with triple counters and a host of unusual takedowns on offer. There are a few new rules of engagement: enemies are smarter, and have more tools at their disposal to snuff out The Bat. These include the likes of electrocution drones and thermal imaging-resistant armour and they're added slowly and with care to provide a consistent challenge.

Arkham Knight is an action game rather than an action-RPG and the former genre tends to suffer in terms of longevity. Well not in this case. Gotham consists of three enormous islands filled with quests that slowly progress as the game draws onward. Don't get me wrong, we're still talking about

Assassin's Creed. Only levels of content here rather than The Witcher 3, but there's at least 40 hours of play time on offer. The truly impressive part is how consistently brilliant that content managed to be. Outcomes and set pieces are assembled with an artistic grace that takes into account the greatest strengths of the gaming medium. Part of this is down to the clever decision to pit Bats against Scarecrow this time around.

Graphic (9/10):

The graphics are striking, new-gen, and enormously detailed, but I can't help but feel that sometimes it's all a little too busy. Gotham is dark, but it's cityscape is litared with light sources in myriad different colors and shades. Rain falls in a steady torrent. It's all quietly beautiful in a modern, techno-Gothic sort of way. But there's just so much going on, it can be a little distracting. Still, the graphics on everything from the Batmobile to the caped crusader himself, to the glorious city and its variety of thugs and hooligans and super villains, all look magnificent.

Sound (8/10):

Though voice acting is perfectly functional for the source material, it's also uneven. Jonathan Banks (Mike the cleaner from Breaking Bad and Better Call Saul) brings a natural-sounding raspiness to his scenes as Commissioner Gordon, but he's surrounded by far too many cartoon voices that prevent his tone from bleeding into the game as a whole. The series' Betty Boop on crack treatment of Harley Quinn continues to perplex us, as Quinn was supposedly a successful psychiatrist before falling under the Joker's spell (we aren't sure how that transformation would make a highly intelligent and educated person suddenly sound like a mercuric caricature). And Batman himself, voiced by Kevin Conroy, still sounds more Saturday morning cartoon than he does Nolan/Bale-era Batman. Considering it's based on a comic book, maybe the cartoon-like element is appropriate, but it still creates a distance between the gamer and the story. Cheesy dialogue, predictable "surprises" and inconsistent voice acting tend to do that.

Overall (9/10):

Batman: Arkham Knight also borrows the crime scene reconstruction mechanic that was introduced in Warner Bros' Montreal's Arkham Origins, letting you fast-forward and rewind crime scene reconstructions (perhaps Batman is beta-testing the Hololens) to gather the clues you need. There are a few other cool additions to the game, including a partner combat mechanic, where Batman teams up with Robin and Nightwing to beat down baddies. You can swap characters mid-fight and execute team takedowns, to spice up the beat-em-up scenes (which are otherwise growing a bit long in the tooth after four games). Arkham Knight is a worthy, if flawed, final act.



STEINS GATE

Set in Akihabara, the Mecca of Japanese anime culture, Steins;Gate follows a group of friends who accidentally invent a method of sending messages to the past. Their discovery drags them into a world of conspiracy and shifting timelines where the push of a button can change the course of history.

Steins;Gate is not that obscure. It's not exactly Pokémon, but there have been manga, anime, and several spin-offs and sequels. It was first released in the West last year on the PC, although since it never appeared on Steam or any of the other big online retailers you could be forgiven for having missed it. Especially as it's a visual novel, and something many people would argue isn't even a video game at all. Steins;Gate is all about story. In this case a time travel plot about teens in Tokyo's Akihabara district who work out a way to send messages to the recent past. As that implies, this isn't a story about fighting dinosaurs or visiting Ancient Egypt, but instead it uses its sci-fi conceit to explore the seemingly minor decisions and encounters that can change someone's life forever.

The lead character is Rintaro Okabe, an 18-year-old science student with delusions of grandeur. Although whether his egotistical outbursts are just rhetoric to hide his true intentions and insecurities is one of the key points of the story, Okabe also has the unique ability to realise when the past has been changed, even as others continue on oblivious. The rest of the cast is made up of what at first appears to be a fairly stock collection of anime stereotypes.

Gameplay (7/10):

In terms of interaction, the game is much more subtle than simply offering you some multiple choice questions every few hours, which is typical of other visual novels. Instead everything is handled via optional phone calls and emails. You can choose to ignore or reply to these in usually one of several ways, each one inevitably affecting future, and sometimes past, events. Sometimes text prompts

The game has multiple different endings, with the true one (which apparently the anime follows) being quite difficult to get. And while the amount of variables is impressive, the fact that your first playthrough can take 20 to 30 hours underlines that this is not necessarily a game for everyone. Although a fast forward option does make subsequent reads a lot quicker.

Graphic (8/10):

The presentation and style of interaction is far more immersive than usual for the genre. It has great artwork for the characters and also the background illustration is very colorful. The character design is exceptional and the graphic rendering is a smooth 3D cell shaded animation style illustration with a mild touch of anime illustration. It is extremely good, and again far enough from the anime average to attract a more casual audience, and yet still enough within the bounds of expectations that existing fans won't feel they're being shunned.

Sound (7/10):

The Japanese voice acting is superb as they are using well known seiyu like Kana Hanazawa. There is no English voice acting but the translation is excellent, which is obviously essential given how much time you spend just reading. But what does limit the game's broader appeal is the use of internet slang and references to genuine scientific theories about time travel and parallel worlds. The game has a tendency to go overboard with both, to the point where there's a glossary to explain not only the multiverse theory but what an otaku is.

Overall (8/10):

A rare chance to play a thoroughbred visual novel with a multi-layered plot that explores everything from Japanese pop culture to the ripple effect of everyday decisions. The writing is excellent and with an intriguing plot that works on multiple levels as well as the presentation and style of interaction is far more immersive than usual for the genre, along with such great artwork, makes Steins;Gate a visual novel game that you can't miss, especially since not many of these type of game are being released in Australia and you can grab this awesome game at your nearest JB Hi-Fi, Gametraders or even Shinjuku Tokyo as well.



Developer : 5pb., Nitroplus
Publisher : PQube (PS3, PSV)
Distributor : VR Distribution (Australia) –
21 August 2015
Genre : Visual novel
Platform : PS3 & PS Vita

Devil's Third

Let's start with the story. You step in the shoes of Ivan, who is tasked with saving the world from a terrorist group. They have taken down the satellites surrounding the globe and it all comes to man-to-man combat now. Over nine missions, Ivan has to ensure the safety of all people he meets, using his skills and the weaponry that he finds. The terrorist group knows Ivan's power all too well, as he was once one of them. As a mercenary with a mission, he isn't holding back, even though some painful memories will definitely come forward.

That sounds pretty great in theory, and while there are a few cool scenes, the plot isn't anything to shout about. You run through various settings, destroying the enemies that are in your way, until you finally meet the big bad. There are certainly attempts at character building, with Ivan and his close female friend C4, but even that leaves gaps and delivers an overall weak impression. Outside the military or Ivan himself, none of the other characters get enough time to develop. The voice acting also varies wildly in quality, though, for me, it wasn't that much of a distraction.

Complementing the story is the gameplay, which I'd best term as decent at its basics, but very unfilling. You shoot your way through the majority of the adventure, and that gets old quickly. The various weapons have weight to them, but controlling them feels a bit stiff and unresponsive. I toyed around with the options and eventually got it down, but it just became tolerable, not enjoyable. The third-person perspective is a big factor in that and I wasn't always sure if I was hitting enemies or not. I found myself constantly using the ironsights to get any real work done.

The melee weapons were the way I would have loved to play, but that aspect is unfortunately minimized. The melee combos are extremely limited, even if they still felt good to pull off. It is just presented as an extra option next to the constant shooting and the game treats it as more of a bonus than a driving force. With options like sledgehammers and katanas, who wouldn't love to smash an evil soldier? There was potential there, but melee

fighting isn't a good idea in the single-player stages.

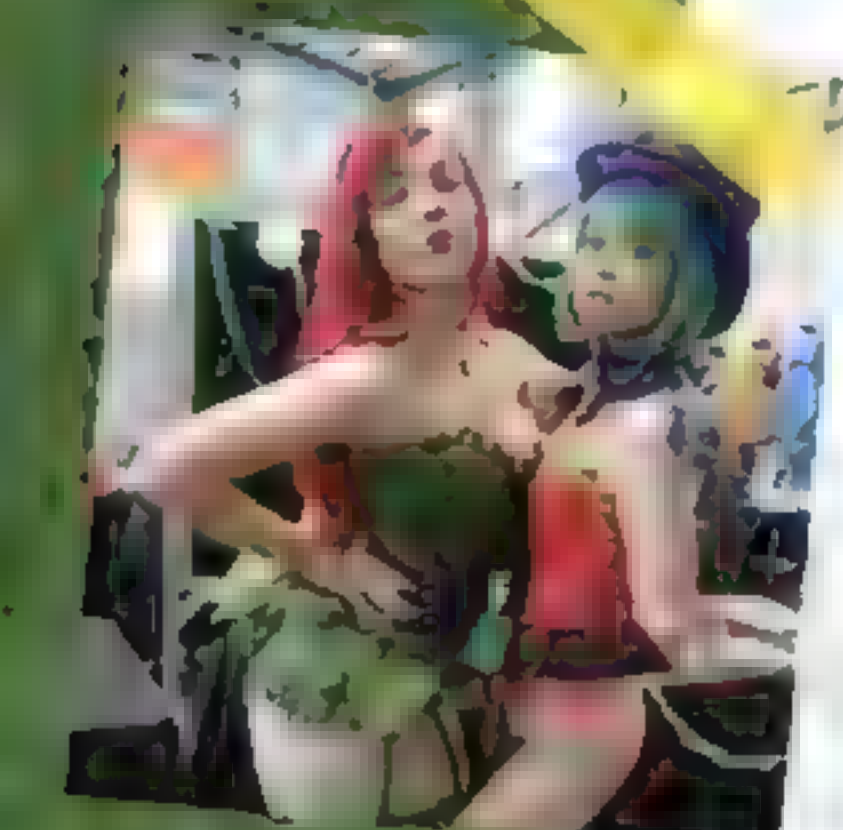
This comes down primarily to the harshness of the enemies. They are as a group unrelenting and will stop at nothing to claim their victory. Because of this, Devil's Third is mostly a cover-based shooter. The game trains you to be wary in every encounter, as you are regularly given little time to react to rocket launchers or attacking mutated beasts. I replayed some sections multiple times thanks to these sneak attacks. That became a drag because some of these missions are close to 40 minutes long.

The bosses are no joke either. Regardless of difficulty, they have one-hit death moves that will annihilate any progress you made. It's frustrating because you're often killed before you even know which end is up. Once you know what to do, you are more than likely to beat them down as you replay, luckily. One problem I encountered here was clicking in the stick to run. You don't have to hold the stick down all the way, but in the heat of the battle, it wasn't very handy. With one boss in particular, this issue caused deaths that were completely unnecessary.

Devil's Third has honest intentions and tries to deliver on all the action goodness you would ever want. Tomonobu Itagaki and his team at Valhalla did put effort in their product, but everything about it feels unfulfilling. The gameplay focuses on shooting down the same enemies over and over, and making any sort of progression can prove difficult. Add to that the drab presentation and you have a campaign that lets you down at every step. Let us hope that the multiplayer can save this game.

This game will hit the shelves very soon in August so for those who are up for some glitch action adventure and a HUGE fan of Tomonobu Itagaki, then buy this! But otherwise, stay out of this as we had discovered many faults in this game that can ruin such impression.





Tropicon Cairns 2015

Mirroring what is happening in all corners of the globe and also around Australia Cairns has a booming cottage industry based around the various forms of pop culture, each with its own community, retailers and associations, ensuring even the smallest niche is covered.

One of the region's loudest voices on pop culture is Charles "Luigi" Kennell from Luigi's Video Games (and, yes, he does dress up as a certain Nintendo character in his spare time). Finding his passion for gaming in the early '90s, the 29-year-old is one of pop culture's biggest advocates in Far North Queensland, with not only his own dedicated online video game business but also an involvement with Cairns Cosplay Club, the Cairns Zombie Shuffle and his latest successful project, Tropicon Pop Culture Expo in 11th of July 2015. Having been inspired by similar success of Sugar City Con, which happened in Mackay earlier this year, Tropicon has made its own success in Cairns thanks to the mentoring from Sugar City Con committees. And the result? More than 1000 people came to what supposedly was just a planned 500 people or so event! And the visitors came from all over the place, wasn't just from Cairns but from Mackay and even some came from Brisbane, Gold Coast and even Melbourne and Sydney as well. Tropicon also found a new way for gathering the necessary funding for the event which was done through promo ticket sales and VIP access in Indiegogo crowdfunding website!

The event was supposed to start at 10 AM but was finally opened a bit late by 10:30 AM due to some late preparations that needs to be done by the organizer which is understandable due to its nature being the first time convention. It was held in Cairns PCYC arena hall which is a small venue but very strategic because it is near the airport and there is enough room for a first ever convention in Cairns. The guests aren't exactly that stellar, however, it is pretty bold move for Tropicon to invite and fly out some of them from interstates to Cairns to make the event more lively and to attract more visitor's attention too. Some of the guests were including local Australian comic artist, Dean Rankine. Also the comic artist for My Little Pony, Paul Abstruse, and Wayne Nichols, Australian comic book artist who has worked commercially on Spiderman, The Avengers, Giant Size Hulk and Star Wars. The Force Unleashed. During 2008, Wayne even wrapped up penciling the 4 issue mini-series afterburn, which is to be adapted for the big screen by Spider Man star Tobey Maguire and producer Neal Moritz. Some big name local Australian cosplayers also been flown across from other states such as Vicky Vic, Evey Dantes and Tesharn. Brown who did the judging for Tropicon's cosplay competition. And lastly, Tropicon also invited Alanah Pearce, who are famous for her video game journalism work for Gamebug, Button Bash and Future Proof TV.

Once the door opened the long queue of attendees which had been built up since morning time, quickly stormed into the building and starting to swarm over 20 vendors in Tropicon, including Animavericks. We can see quite a number of local cosplayers too among the attendees which is very interesting to know that Cairns also have some pretty good cosplayers too despite being a remote place in a far north Queensland. The weather was extremely good and shiny, and people who come through the door immediately treated with many kind of vendors from video game seiler like Luigi Game, to cosplay prop seiler, quilt cover seiler and of course, anime DVDs seiler too. At the center of the hall, is pretty much the main attraction and the main stage where cosplay competition and panels are being held and it was jam packed program on the main stage for the entire day.

Finally, hungry visitors can go to the backyard of PCYC and get some coffee or snacks and luncheon foods from the food cart over there. At 5:30 the convention finally being wrapped up and all the attendees went home with a smile, Charles went up to each of the traders and promised that Tropicon will be back next year at similar time with perhaps even a 2-days convention program! Looking forward to see you guys next year at Cairns Tropicon 2016!

ANIMANGAK! 2015

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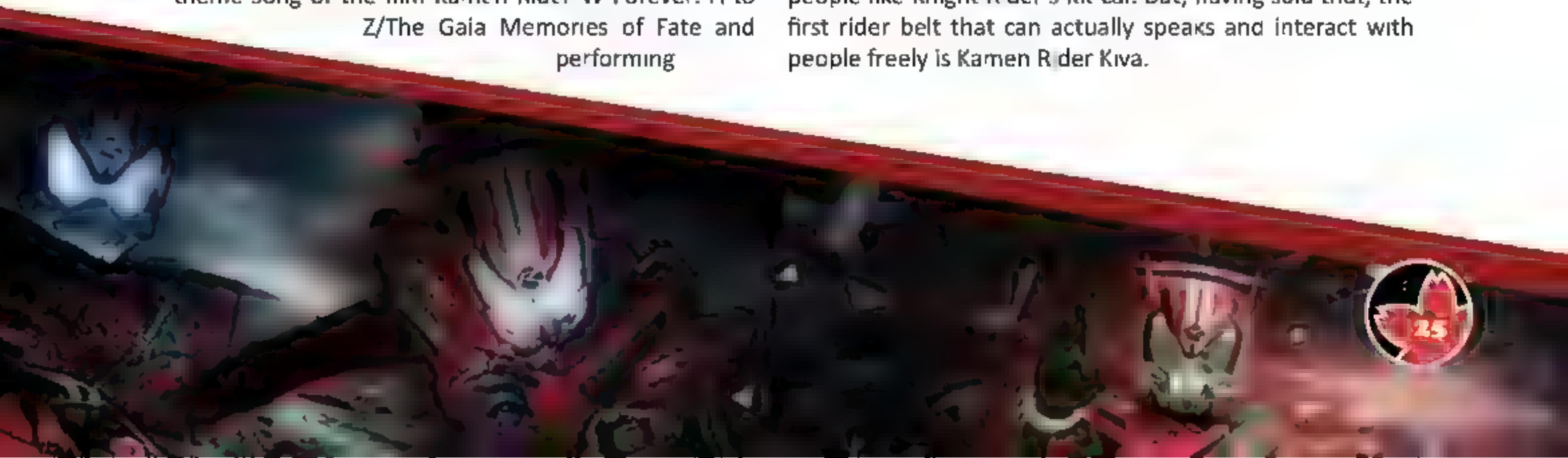
Kamen Rider Drive is a Japanese tokusatsu television series serving as the 16th Heisei Kamen Rider Series, and 25th series overall. Riku Sanjo returns to the Kamen Rider Series to serve as Drive's lead screenwriter, with Ryuta Tasaki as director. It premiered on TV Asahi and affiliate stations throughout Japan on October 5, 2014, the week following the finale of its preceding series Kamen Rider Gaim, and joining Ressha Sentai ToQger then Shuriken Sentai Ninninger in the Super Hero Time programming block. Drive is peculiar among the heroes in the Kamen Rider franchise, as his motif and main mode of transportation is a car, rather than the signature motorcycles used by his predecessors. Shinnosuke Tomari is a former elite police officer in the Metropolitan Police, who, after an event that traumatized one of his colleagues, has been "demoted" into the Special Investigations Division. This division looks into the stranger happenings in the city, particularly the recent "Heavy Acceleration" events. These events, termed "Heaviness" by the public, leave people unable to move. When he is chosen by the Drive Driver and Tridoron, Shinnosuke transforms into Kamen Rider Drive and is tasked with battling the Roïdmudes who plan to rise against humanity and take over the world. He is aided by Kirioka Shijima and later, his brother Go, who transforms as Kamen Rider Mach. Chase, a special Roïdmude with a strange past who then known as Proto Drive and later became an evil warrior known as Mashin Chaser, reassumed his Rider identity and reclaimed his 'justice' to protect humanity as he transforms into Kamen Rider Chaser.

SOPHIA's vocalist Mitsuru Matsuoka performs the series' theme song "SURPRISE DRIVE" under the name "Mitsuru Matsuoka EARNEST DRIVE". This is his third song performed for the Kamen Rider Series, following his song "W" for the theme song of the film Kamen Rider W Forever: A to Z/The Gaia Memories of Fate and performing

vocals in SOPHIA on "cod-E ~E no Angō~" for Kamen Rider W Returns. The other members of the Mitsuru Matsuoka EARNEST DRIVE band are everset's guitarist tatsuo, session bassist IKUO, and Siam Shade drummer Jun-ji (IKUO and Jun-ji are also members of BULL ZEICHEN 88).

These are the monsters of the series, the Roïdmudes. There are three basic models of these guys. The Spider Roïdmudes, the Bat Roïdmudes and the Cobra Roïdmudes. Why those three animals? As an homage to the first three monsters from the original series, Spider Man, Bat Man and Cobra Man. As monsters are want to do they start killing as many people as they can, who have no way to defend themselves, especially since they can barely move. No joke, these things are not playing around, throwing fireballs at shops filled with people, throwing giant ceramic bowling pins (from a nearby bowling alley) at large, immovable crowds and throwing giant bowling balls, (again from a display from a nearby bowling alley) at buildings and just killing as many people as they can. With enough explosions to make Michael Bay grin like the Joker.

Tomari probably used to be a very serious, intelligent officer, but after the incident with Hayase he seems to have mental trauma and survivor's guilt, which manifests as this new laid back attitude as a coping mechanism and mental repression. And when he adjusts his tie that could be a temporary break from the trauma. Kirioka does seem to know more about the Drive powers here since she was the one to show Tomari how to use Belt and showed him where the Drive Port is. This is the second show of Kamen Rider where the belt can actually speak and interact to people like Knight Rider's Kit car. But, having said that, the first rider belt that can actually speak and interact with people freely is Kamen Rider Kiva.



MIKASA ACKERMAN ATTACK ON TITAN NENDOROID

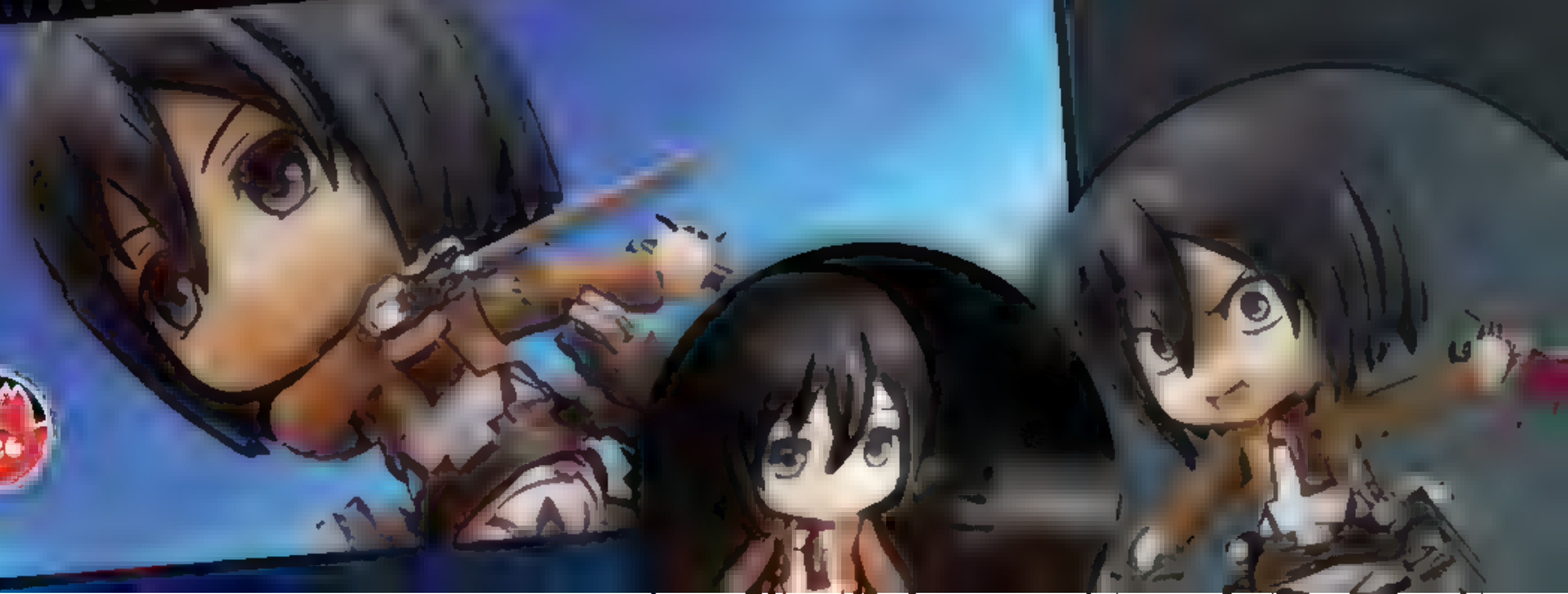
Pre-painted Posable ABS & PVC Figure
Size: Approx. H100mm (NON Scale)

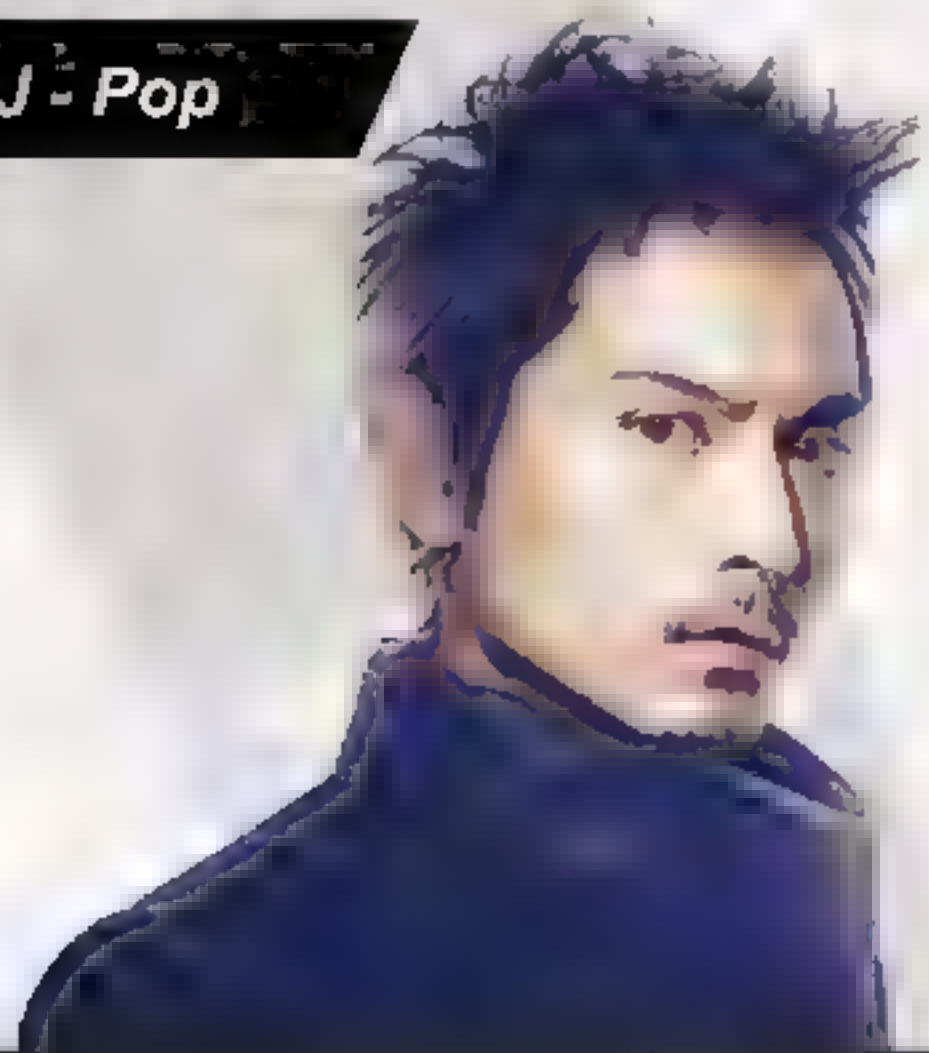
Set Contents:

- Main figure
- Base

From Good Smile Company. "If we don't fight, we can't win." From the anime series Attack on Titan comes a Nendoroid of Mikasa Ackerman! She comes with three expressions including her standard expression, a shouting expression and a stunned expression.

The Nendoroid also includes her Vertical Maneuvering Equipment and dual blades, as well as effect parts to display her soaring through the air with the equipment. You can even pose her as if she were striking down into a Titan's neck by making use of the included blood effect parts which attach to her blades. The scarf that Eren gave her is also included to create even more scenes from the series. Stands roughly 4" tall.





SOULLA

Soulla is the stage name of Johannes Marias Reijnders Zwan and is a Japanese hip-hop musician and songwriter. He is best known for his collaborations with singer Thelma Aoyama, "Koko ni Iru yo" and "Soba ni Iru ne". Soba ni Iru ne song became the former Guinness World Records holder for the best selling digital single of all-time in Japan (until it was superseded by Greeen's "Kiseki"). Soulla's father is Japanese and his mother is from Belgium. He studied music, learning how to play the violin, cello and piano from a young age, due to the influence of his mother. During his childhood, he spent time in Belgium, Japan and America. At 15, he grew to love hip-hop music. He also graduated from Christian Academy in Japan.

In 2003, he returned to Japan, and began creating music. He got his first big break when a song of his, "First Contact" was featured in a commercial for Men's Beateen (featuring actor Joe Odagiri) in 2005. This led to several more offers to write commercial music for companies such as magazine Oggi, along with Soulla's independent label debut. In late 2005, he released the EP First Contact under Rock & Hill Records.

In 2007, Soulla debuted as a major label artist with Universal Music Japan. His third single, "Koko ni Iru yo" featuring R&B singer Thelma Aoyama, became a long selling hit, staying in Oricon's top 10 singles for five weeks. Eventually, by March 2008, the song had been certified by the RIAJ for selling over 1,000,000+ ringtones, 1,000,000+ cellphone full-length downloads[6] and 100,000 PC downloads.

Soulla's debut album, Spirits, released two and a half months later, was a modest success, breaking the top 10 on Oricon and selling over 66,000 copies.

In January 2008, Thelma Aoyama released her own answer version to the song, "Soba ni Iru ne". This version outstripped the popularity of the original, topping the RIAJ's monthly ringtone chart for three months, peaking at No. 1 on Oricon's single sales charts[10] and eventually being certified by Guinness World Records as the best digital single in Japan of all-time (an award it held for a year). After the extreme popularity of this version, Soulla re-released Spirits, featuring a self-cover of this version (featuring vocalist Yuki).

Soulla's second album, Colorz, was preceded by two singles, "Kinenbi/Home" feat. Misslim (a pseudonym for Yumi Matsutoya) and "One Time" feat. Issei & Jin Oki. The album did not do as well as his previous, only reaching No. 106 on Oricon's album charts. Kinenbi was a minor hit, charting in the top 20 on RIAJ's Chaku-uta chart for two months.

In January 2010, Soulla released his 6th single, "Way to Love (Saigo no Koi)" feat. Miho Karasawa. It was a digital hit, being certified by the RIAJ for selling 100,000 copies after charting for two months. This will be followed by his third album, Letters, along with the leading single "Hanasanaide yo" featuring Thelma Aoyama. Soulla also worked together with Aoyama on her single "Kaeru Basho," writing the song. Soulla also did a duet with another prominent Japanese hip hop R&B singer, ISSA in two singles, Breathe and Destiny. He also did another collaboration work with Yuki Koyanagi and also Undergraph, in two of his singles within 2010. It has been 5 years now and Soulla hasn't made much of a comeback but it is expected he will be making a groundbreaking comeback soon with his soul & R&B style songs.



DEL SHABET

During the latter half of 2010, rumors began to circulate through Korean media sites that E-Tribe, the producers behind breakthrough hits such as Girls' Generation's "Gee" and Lee Hyori's "J-Go-Gro", were planning to launch a new girl group. The producers quickly denied the rumors and said they were untrue. On December 9, 2010, E-Tribe's small-label company, Happy Face Entertainment, announced that they would be launching a six-member girl group named Dal Shabet. Profiles of the group members were revealed on December 29, 2010, as well as their debut date January 3, 2011.

Dal Shabet released their debut music video, "Supa Dupa Dva", on January 3, 2011, making them the first idol group to debut in 2011. Promotions for "Supa Dupa Dva" began on January 6, 2011, on M! Countdown. The song proved to be quite successful as it topped many real-time and music station charts for the majority of its promotional period. Promotions for "Supa Dupa Dva" ended on March 14, 2011, but it was revealed that the group would be holding their first comeback in April. "Supa Dupa Dva" was later voted upon by various celebrities in a survey as the second most addictive song of 2011, as well as having the second most popular choreography. On April 5, 2011, concept photos for Dal Shabet's first comeback track "Pink Rocket" were revealed. The concept, dubbed as 'rocket girls', showed a more elegant and feminine side to the group. On April 13, 2011, the full-length music video to "Pink Rocket" was released. Promotions for "Pink Rocket" began the following day on M! Countdown. Promotions for "Pink Rocket" ended on May 30, 2011, but the group assured fans that they would be releasing another album in early August.

It was announced on August 2, 2011, that Dal Shabet would be making a 'funky' comeback [11]. During the entire first week of August, concept photos for each member were released. The outfits in the concept photos were quickly met with controversy and were deemed 'too sexual' for television, causing a complete overhaul of the concept. On August 10, 2011, Dal Shabet released their music video for "Bling Bling". Promotions for "Bling Bling" began on August 12, 2011, on Music Bank. The song proved to be their most successful yet, as it managed to break the top ten on the Gaon chart. Promotions for "Bling Bling" officially ended on November 6, 2011, but fans were assured the group would quickly return to the stage. In early January, it was announced that Dal Shabet were to become the main models of Korean luxury brand 'SONOVI'.

On January 8, 2012, it was revealed that the members of Dal Shabet would be undergoing a dramatic and powerful transformation for their fourth EP. Promotions for "Hit U" began on January 26, 2012, on M! Countdown. The music video and EP were released digitally and physically the following day. The album went on to top the physical portion of the Gaon chart, securing Dal Shabet's first number one album. Promotions for "Hit U" ended on March 16, 2012, but the group confirmed they would be returning to the music scene in June.

On May 22, 2012, it was confirmed that the group would be releasing their first studio album on June 6, 2012. Three days later, a tracklist for the album was released, confirming the album's name to be BANG BANG. On May 23, 2012, it was announced that Vik would be leaving the group to continue her career as a solo artist. She was replaced with new member Woohee before the group had their comeback. It was later confirmed by a spokesperson for Dal Shabet's agency that Serri would be taking the position of leader.



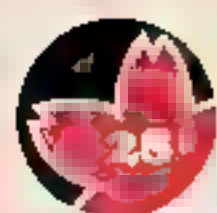
On June 1, 2012, an introduction teaser featuring Woohee dancing to Beyoncé's "Freaky Friday" was released. On June 6, 2012, the music video and album were released. Promotions for "Mr. BangBang" began on M! Countdown the following day. Promotions for "Mr. BangBang" ended on the July 28, 2012, broadcast of Music Core. Dal Shabet confirmed they will be making their comeback sometime in November.

On October 24, 2012, the members of Dal Shabet were selected to be the main models of the Chinese smartphone brand 'VVO'. On November 13, 2012, Dal Shabet's fifth EP, Have, Don't Have, was digitally and physically released, with the music video being released shortly after. A second version of the music video was released the following day. Both videos were filmed with the help of Lee Si-jun and 'Jongtuk and the Cheerful Men'. Promotions for the album's title track, "Have, Don't Have", began on M! Countdown on November 15, 2012. Happy Face Entertainment called the song "a disco song that is easy for listeners to sing along to and the lyrics describe a girl's cute feelings towards a guy". On November 19, 2012, Dal Shabet released a surprise music video for "For Darling". The song, and music video, were Dal Shabet's special gift for their fans.

It was announced that Dal Shabet would be releasing their new album on June 20, 2013. Their agency stated, "This album is perfect for the sweltering summer. The cool summer music will refresh you. They'll show you a side of themselves you've never seen before." On June 17, 2013, it was announced that the lyrics to "Be Ambitious" were unfit for public broadcast due to sexual content and would have to be changed in order for the group to promote on television. Their company complied the same day and changed the lyrics in question. On June 19, 2013, Dal Shabet held a showcase event to celebrate the release of their sixth album. On June 20, 2013, the group physically and digitally released their sixth extended play to the public, along with an accompanying music video for "Be Ambitious". The group began promotions for their album the same day and performed a two-song comeback stage on Mnet's M! Countdown.

On July 1, 2013, men's rights group 'Man of Korea' filed an injunction to completely ban further distribution of "Be Ambitious". The group stated, "The lyrics and music video of 'Be Ambitious' depreciate both women and men, and it's harmful to the youth. The music video also contains scenes that depreciate the 600,000 soldiers that are working hard in their enlistment." On July 11, 2013, Happy Face Entertainment and 'Man of Korea' held a joint conference, where they discussed the lawsuit. Following the conference, 'Man of Korea' officially announced they would be dropping their lawsuit against Dal Shabet's "Be Ambitious". Happy Face Entertainment stated, "There was no intention to depreciate the image of soldiers whatsoever, so we cleared up the misunderstanding through negotiation and peacefully came to an agreement."

On December 31, 2013, "Have, Don't Have" was determined to be the most played girl group song in Korean fashion stores for 2013.





Mondai No Aru Restaurant

Synopsis:

The bright and bubbly Tanaka Tamako (Maki Yoko) works at a male-dominated food company, where women are expected to smile and preen while the men ogle or grope them. However, after her childhood friend Fujimura Satsuki is sexually harassed by the CEO Ameki Taro (Sugimoto Tetta), Tamako decides to get her revenge by opening her own restaurant. On top of a building. With no roof. So if it rains, snows, or is below freezing, they're screwed. Okay, so maybe Tamako didn't think this all the way through, but this is a drama, so this is totally going to work out.

Review:

Tamako does initially come off as a little too wide-eyed and goofy, but she's smarter than she looks and is actually pretty business-savvy, which intimidated her former boss. She's confident in her beliefs and isn't afraid to call out people when they're wrong, yet Maki Yoko lends enough gravitas to the character to keep her from coming across as preachy or overbearing. Tamako can't run a restaurant by herself, so she recruits the help of several of her friends and former co-workers, who serve as our main characters and sources of conflict. It's rather overwhelming to have all these characters thrown at us in the first episode with little rhyme or reason, but each one manages to get their own spotlight (some more than others), becoming the heart and soul of the show.

Despite how it sounds, Mondai no Aru Restaurant doesn't really center around revenge or food, though we spend a good amount of time watching the girls of Bistrou Fou and the men of Symphonic try to one up each other like when they try to win some special bacon and I lost count of the many times pot-au-feu came on screen. At its core, Mondai no Aru Restaurant is a drama about women in society, not only how they are perceived and treated, but how it affects and shapes them individually, for better or worse, as the main cast come from very different walks of life.

There's less clashing than expected (though there's quite a bit of hilarious squabbling between the three youngest, Nitta, Kawana, and Chika) as the girls learn that running a restaurant is no easy task and have to put up with Symphonic's attempts at shutting them down. However, Bistrou Fou becomes a safe haven for them as the girls must face and overcome their own struggles. Whether it was Nitta's lack of confidence or Chika's lonely past, working at the restaurant becomes a way for them to cope and grow as well as feel accepted for who they are.

With so many females, it's no surprise that the males come off as rather one-dimensional, at least at first. It's not that I doubt that there aren't males out there that only view women as objects, but when you have our Big Bad Ameki asking Tamako point-blank to be his mistress after she lectures him, I can't help but roll my eyes.

The only two male characters worth noting are Hoshino Daichi (Suda Masaki), Symphonic's errand boy, and Monji Makoto (Higashide Masahiro), Symphonic's chef and Tamako's love interest. Hoshino seems nice enough, usually walking around with a goofy smile in spite of the fact that he's usually getting kicked around by his superiors. He shows genuine interest in Nitta, lavishing her with compliments and taking care of her when Kawana ditches her on a group date, but even Hoshino has an agenda. He takes advantage of Nitta's inexperience with men for his own gain, but of course in a drama all about empowering women, he gets his comeuppance. Mondai no Aru Restaurant was a comedy, first and foremost, so it could be melt your heart cheesy at times, but, setting aside most of the male cast, the characters felt real and were easy to empathize with. It takes a while to get going and the ending was a little anticlimactic, but I was glad to get to know these characters and their stories and more than a little reluctant to let them go.



HOW TO BUILD YOUR MECHA COSTUME PART 3

Hi Guys,

Welcome back again to mecha cosplay tutorial, this time we are discussing about the third part of this cosplay tutorial and this time we are going to discuss about how to make the body part and connect it with the head part. Because making a body is a long process and you need to get all the details right to make your cosplay looks nice and comfy to wear, then we will divide this part 3 into becoming three sub parts : Shoulder, Chest, and Waist.

C. Shoulder Joints

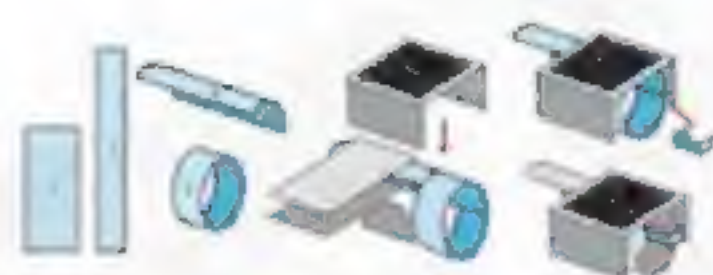
There are various methods to make the shoulder joints. In this tutorial, I will be touching on 2 methods only. Use the 2.5mm thick corrugated plastic for the joints. Cut out the pieces below and attach them to form a cover and stick on a widepiece of velcro. This cover is essential to both Method 1 & 2.



Method 1: Prepare 2 key rings. Punch 2 holes near the edge on a rectangular piece and 2 holes as well on the jutting out part in the Shoulder Structure. This piece should have the same dimensions as that of the jutting out portion. Align the holes of the 2 parts and insert the key rings through them.



Attach the cover made earlier on top of the rectangular with another rectangular in between to build depth or allowance for the key ring. Repeat the process for the other shoulder. This method allows the rotation of the joint up to an estimated angle of 135 and repair/maintenance job of the joints is easier than Method 2.



Method 2: Cut out a rectangular pieces and a strip of corrugated plastic. Insert binding wire into the rectangular piece and bend it into a quarter cylinder. Insert wire into the strip as well and bend it into a full cylinder. Attach the cylinder to the quarter cylinder and to the "Shoulder Support Structure". Attach the cover to the cylinder using Part C in a way that the cover can slide along the cylinder. Repeat the process for the other shoulder.



*In the case you are using this method, part B in the shoulder structure is not required. Do not include it when you are making the structure.

This method allows the rotation of the joint up to an estimated angle of 210° which is greater than that for Method 1. However, this method is more difficult to execution and require higher precision in measurements. Repair/maintenance jobs much



D. Chest

Different mechas have different chest design. For this tutorial, I will briefly touch on a typical real robot type design. The part below is standardized for any design and it serves as a Connector to the mecha back. It is made up of two pieces joining together and the joint should be flexible to ease the suiting up process. Stick a piece of velcro on the lower portion. Repeat the same process and make another similar part. The upper



E. Waist The waist is another part that serves as a connector to the mecha back and a tight waist will help to distribute the mecha body's weight more evenly on the human body. When the waist is attached to the chest piece, the weight distribution effect will increase but mobility of your upper body will be reduced and vice versa. The waist is divided into upper layer and lower layer. Attach various pieces to form the shape in the diagram. Attach Velcro to the ends and fold shape with the Velcro inside. Attach the upper layer to the lower layer and the waist is completed.

F. Assembling the Body

Attach the chest piece to the waist the front portion of the body is completed



When displaying the costume or wearing it on your body, attach the chest and waist to the mecha back using F Connectors.



Put the mecha back on the body and attach the chest and waist to the mecha back using F Connectors.

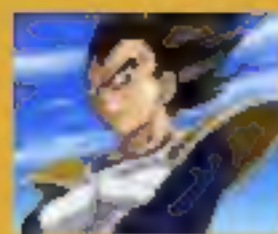


End of chapter 3



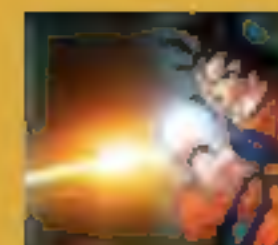
Virgo 24 August – 22 September | Tenshinhan

It is such a weird month for you. You are in a huge disagreement with a partner or rival and it causes some kind of major ending within that relationship. It does not have to be a break up, but it could be a "giving up". Or maybe they just flee the situation. You are also dealing with bureaucratic issues or some kind of dysfunction within your extended family or local community. You are constantly being drug into the mess when you would rather not be. And yet you have excellent communication skills and a sense of optimism, playfulness, and open-mindedness throughout all of this drama. It is as if they just cannot drag you down no matter what they throw at you.



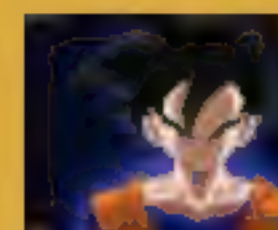
Aries 21 March - 20 April | Vegeta

You are still interested in having fun, vacationing, spending time with loved ones, and losing yourself within your favorite hobbies, but you are also beginning to change your focus towards your career, health, and/or productivity related goals. There is a good chance that you are becoming aware of the tug-of-war we all face when trying to balance our mental health with our desire to burn both ends of the candle. Start looking for ways to create balance between your desire to be highly productive and your emotional well-being.



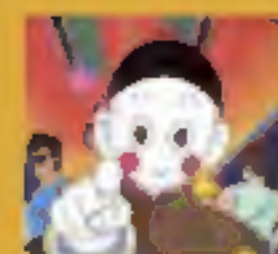
Gemini 22 May – 21 June | Son Goku

You are still taking your professional life quite seriously and you have some good things happening there. But it is beginning to cause some trouble at home. You need to make sure that you are not allowing your boss to push you to the point that you are not able to devote enough time and energy to your private life. You still have some excellent communications and negotiation skills, so that should help you to smooth things over.



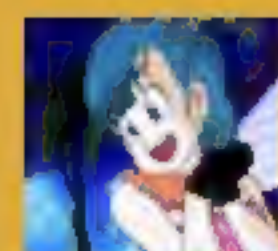
Taurus 21 April – 21 May | Son Gohan

This month has you focused on your home life, your playtime activities, your partnerships, and your social life. You are juggling so many different people's wants, needs, and attitudes. There is a lovely bit of joyful energy in your playtime sector promoting taking about a week off and running away from it all. Then at the end of the month, you have some really lovely energy in your home life that allows you to "fix" whatever it is that had people upset earlier.



Cancer 22 June – 22 July | Chaozu

You have a lot of positive energy pushing you towards financial, commercial, and/or professional successes. You still have some issues with not wanting to overspend on luxuries and playtime activities, but you are still finding ways to have a good time. There is a bit of a battle concerning political, religious, legal, cultural, academic, media, travel, and/or relocating to another city. You are very tempted to give up or to surrender to the will of the experts. This argument or issue is not over yet, so do not be too easily persuaded to simply give in to what authority figures are telling you is correct. You may want to chew on things for a while and argue your case next month.



Leo 23 July – 23 August | Bulma

You have some financial debates occurring this month but the good news is that the planet of good luck and prosperity has entered your personal wealth sector, so you are probably not going to worry about it too much. You are able to make some smart budgetary decisions and to begin funneling some of that money into your home and private life. This is not a winning lottery ticket or big inheritance; it is money that you earned fair and square, so you can be super proud of yourself.



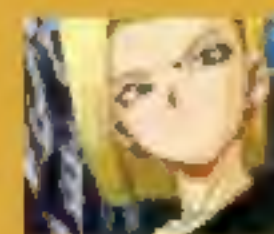
Pisces 19 February – 20 March | Master Roshi

This month, a partner or rival decides that you need to hear their opinion of how you are presenting yourself. They are pretty harsh and judgmental. You decide to stop doing some outwardly behavior, but it is not clear that it is because you agree with them. You could very well decide to quit listening to whatever they are saying.



Libra 23 September – 23 October | Son Goten

Your social life is booming with great energy but your financial dealings should not intertwine with these groups at this time. You are also entering a time when you are feeling a strong tug-of-war between your emotional and physical well-being, between logic and spirituality, between bureaucracies and productivity, etc. The area of your chart in charge of logical detail work and the part in charge of hidden mysteries of life are beginning to clash. Rather than taking on an either/or attitude, you should strive for balance between the known and unknown. It will be easier in the long run.



Scorpio 24 October – 22 November | Android 18

You have had a lot of time over the first half of this year to shine professionally. Now you are reevaluating your professional progress so far and you seem irritated by what you are seeing. Maybe you have not made enough progress or maybe you are unhappy with the leadership role you are in. Regardless of whatever changes you decide to make, you are successfully able to launch new professional goals and to begin a new chapter in that area of your life. Your social life is bursting with all kinds of positive energy and it seems to be putting a damper on your love life, parenting obligations, or hobbies. You will need to keep an eye on that so as not to lose anything or anyone that truly matters to you.



Sagittarius 23 November – 21 December | Future Trunks

You are naturally changing your focus from fun, playtime, and exploration towards your professional life and leadership roles. You are in a good mood and looking forward to what the future could bring. At times, you will be struggling to balance your private life and your public life, but for the most part, you are having such a good time working on your career, that it will be easy to pick sides. Just follow your instincts as far as things are going at home and try not to drop the ball in that area.




Capricorn 22 December – 20 January | Krillin

You have a lot of positive energy pushing you towards financial, commercial, and/or professional successes. You still have some issues with not wanting to overspend on luxuries and playtime activities, but you are still finding ways to have a good time. There is a bit of a battle concerning political, religious, legal, cultural, academic, media, travel, and/or relocating to another city. You are very tempted to give up or to surrender to the will of the experts. This argument or issue is not over yet, so do not be too easily persuaded to simply give in to what authority figures are telling you is correct. You may want to chew on things for a while and argue your case next month.



Aquarius 21 January – 18 February | Yamcha

Your partner is upset about your level of success, professional path, reputation, choice of careers, boss, father, a high profile client, or an authority figure. It is also possible that your boss or father figure does not like your choice of partners. If your partnerships are all doing okay, then you might find that a competitor is willing to smear your good name in order to win a battle against you. Eventually, things calm down in this area and you begin debating financial aspects of your life. You could be torn between collecting a regular dependable but modest salary and taking a chance on an irregular but possibly much bigger commission check.



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